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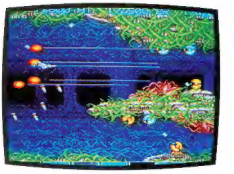

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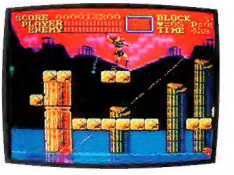

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CIRCLE #146 ON READER SERVICE CARD.

JANUARY 1991 • VOLUME 4 • NUMBER 1 • ISSUE 18

ELECTRONIC GAMING MONTHLY

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Behind the Screens

EGM takes you to Japan for an exclusive look at the development and unveiling of the first Sega CD-ROM game!

100

Leading Edge

Get the first glance on all the newest games and latest technology from the coin-operated video game world! In this new regular feature to EGM, we'll show you what's new in the arcades and showcase the hot new graphics and game play that only coin-op can deliver! Be sure to grab your V.I.P. pass and visit the AMOA arcade game convention and dig into the first pix of Konami's sizzling new Teenage Mutant Ninja Turtles 2 arcade game! Could this be the 16-Bit home version - you be the judge!

New in the arcades is Konami's Teenage Mutant Ninja Turtles 2! Check out our spread on this upcoming mega-hit as well as other games on display at the AMOA arcade game convention!

109

!! BONUS !! LYNX INSERT

Special to Atari Lynx owners, find a full 32-page mini-magazine with tips and previews of the latest games for the system! Must reading for every Lynx owner courtesy of Atari!

187

!! BONUS !! NEO-GEO INSERT

Tons of games and a special contest on the only 24-Bit system on the market!

Rip into an expanded International Outlook section with the first pix of great games like Xardion!

252

Super Play Pt. 1

Blast through the latest adventure of ninja master Ryu Hayabusa in the third installment of the popular video game series. Tons of maps and tips will help you guide our hero to victory over the forces of evil!

258

Super Play Pt. 2

The second chapter in our Sonic strategy blow-out brings you the next three levels of play as well as the tips you need to succeed! Let Sonic show you how!

264

Super Play Pt. 3

Blast your way into the heart of Bydo Empire and come back alive with our first Super NES Super Play! Tons of maps and tips to help you defeat the alien enemy once and for all - 16-Bit style!

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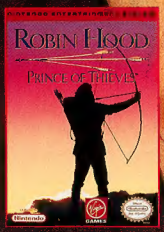

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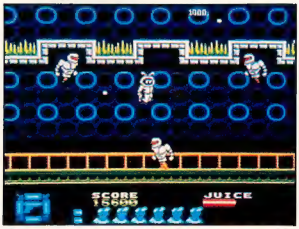

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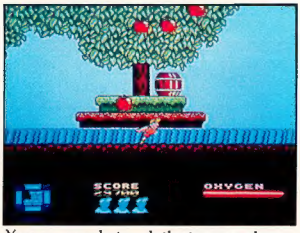

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insert coin

THE STATE OF THE INDUSTRY

It is a welcome honor to once again be contributing to the editorial page of Electronic Gaming Monthly magazine. Much has changed, both at EGM and in the industry at large, since the last time I contributed to this section of the magazine almost a year ago, but these important events have done nothing but strengthen my belief that video games are here to stay.

In your hands you now hold the largest video game magazine ever made for American game players. It's the culmination of many hours of fun and games, not to mention a strong commitment made to you by both the staff of EGM and the dozens of video game publishers that are now producing softs for systems ranging from the Nintendo to the Super NES. The industry recognizes the important role we play and many of the most important companies have chosen to use our pages to deliver their important messages to you.

From the very beginning of EGM our goal was to always deliver the hottest information, be it a game system in secret development or a hidden playing tip, and with dozens of exclusive announcements we feel we've fulfilled this job with info as good as can be found. EGM now has representatives in both Europe and Japan and has continued to expand its global reach by forming World-Net, a special organization of leading video game magazine publishers. We have always tried to be prompt in our reporting and, as always, we greatly appreciate any feedback you can give us on our performance.

We've also reached out to our advertisers to create interactive inserts that will not only attract you to new games, but will also be helpful in playing your favorite titles. In this issue Atari has provided you with a special 32-page mini-magazine that highlights their new library of games, not to mention similar supplements from SNK Home Entertainment and Electric Avenue.

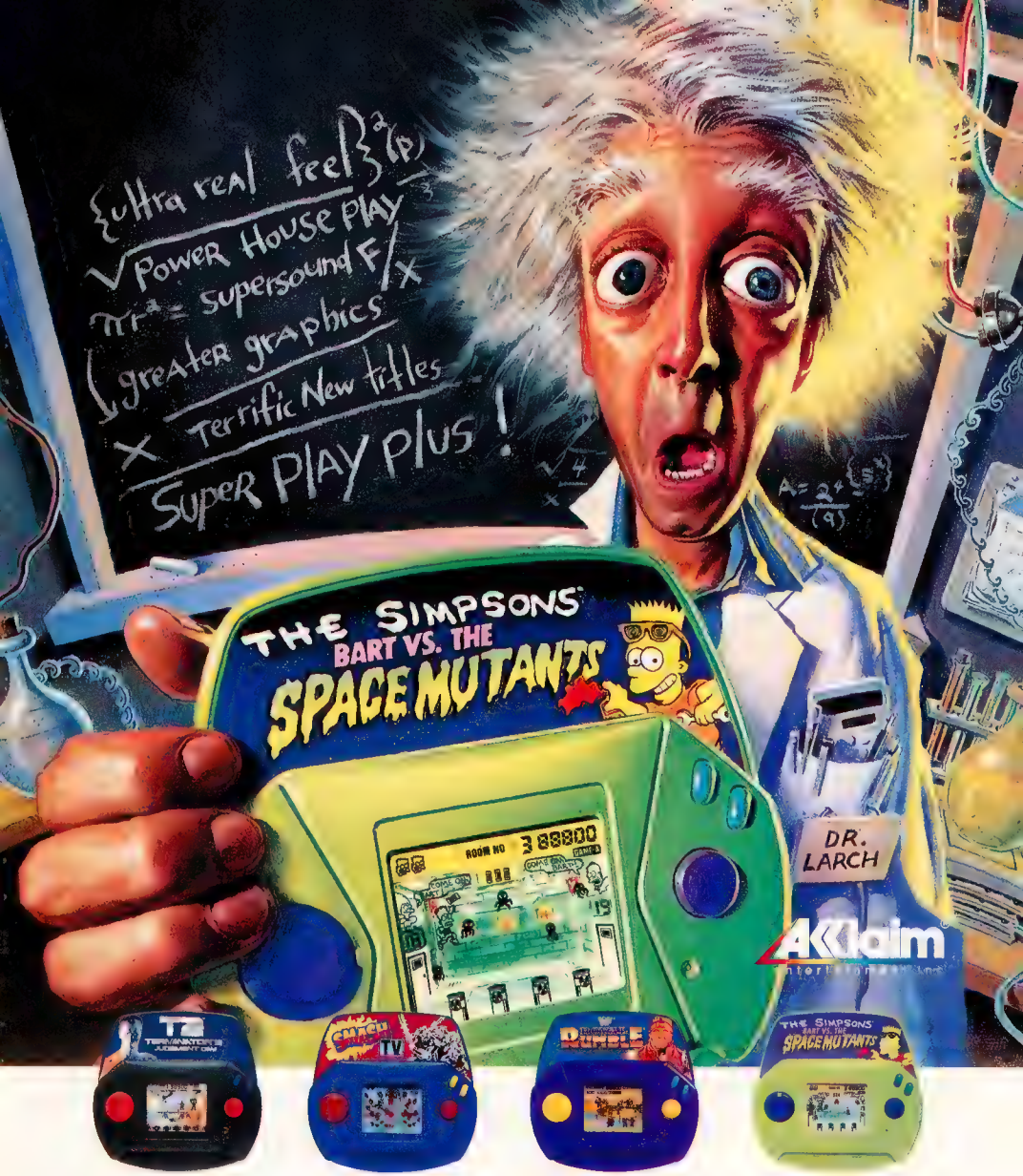
You'll also find a new regular feature in this edition of EGM! Through a special agreement with the American Amusement Machine Association, the governing body of the coin-op video game industry, EGM will represent the arcade game manufacturers with a section that focuses on the high-tech advances that these games possess over their smaller console counterparts. Be sure to check out our coverage of the AMOA convention as well as the first pix of Teenage Mutant Ninja Turtles 2!

Many of your most popular sections have also been expanded thanks to EGM's new size and scope! You'll find not one, not two but three Super Play specials, with mega maps and intense game tips on Ninja GaiDen 3, Sonic the Hedgehog and Super R-Type. Other features include Batman-The Return of the Joker, Rolling Thunder 2 and Super Ghouls and Ghosts which is part of our Super NES special.

In short, EGM gives you more! More tricks, more maps, more reviews and more pages! While other video game magazines are giving you less info and increasing their cover price by as much as a dollar, EGM is providing almost three times as much news, reviews and previews for the same low price! While it may not be true of the other guys, the only thing you'll ever see EGM increase is the size of the magazine!

I wish to thank you for supporting EGM over the past year and hope that you enjoy the many new and exciting additions we have planned for all of our video game publications in 1992. You can rest assured that EGM will remain the biggest and best thanks to your loyal support

Steve Harris
Publisher, Editor-in-Chief



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Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface:Letters to the Editor, Sendai Publications, 1920 Highland Avenue, Suite 222, Lombard, IL 60148. Due to the high volume of mail received we regret that individual letters can not be answered.

MORE NEO-GEO..!

Back in March you published one of my letters to the editor. My question dealt with the reasons why you were giving so little coverage to the Neo-Geo system. You then said that you would be the sole magazine to rate their carts; you even reviewed Magician Lord and Ninja Combat. You said that I should not let my subscription die out because EGM would be reviewing the carts. Now it's almost September and there have been no more reviews. What happened?

Michael Daley
Long Beach, CA

The new 2 player action/RPG game - Crossed Swords for the NEO-GEO.

(Ed. We had planned to begin our NEO-GEO coverage that very next issue but it took longer than expected to arrange for loan carts. Rest assured, everything is now in place and our NEO-GEO coverage starts this very issue! Check out our exclusive 16 page NEO-GEO insert beginning on page 191! As usual, it's here first, and then only in EGM! Enjoy!)

ON THE TAKE?

Everyone knows that this mag has the best coverage, info, and pics. Many people, including me, usually use the ratings as a guide of what to buy, and also as reassurance of a new purchase. However, the fact that this (and all) mags run on advertisers' support stirs up an important issue: Do the ratings tend to support games from high-paying advertisers?

Renovation Products and Electronic Arts are two examples of (what looks like) strong advertisers. I own a Genesis and look at the ratings from games produced by these manufacturers. Sometimes, however, it seems as though these ratings are somewhat 'curved' for these companies. Are you urged by companies to rate games higher because they buy a lot of ads? How is this problem dealt with? Are ratings just unpressured, honest ratings or not? Or are there 'under-the-table' dealings with some or all of the companies? Let your readers know!!

Brian Gottlock
Nanuet, NY

(Ed. You bring up a lot of very good questions Brian. The two companies you mention are indeed 'heavy' advertisers in not only our magazine but also in most of the others. Are we influenced by that? Definitely not! Do we 'skew' our ratings for them? Again, no way! Check our track record. Budokan got a 3,3,4,5; Tour de Thrash got a 3,4,3,4; James Pond got a 4,4,3,6. Hardly impressive ratings! Final Zone for Renovation got a 4,5,4,5 - again well below average. Do the 'big' companies get good ratings - perhaps. But, not because they are influencing people. The large companies are the ones who can afford spending much more time (and money) in developing, programming, testing and fine-tuning their products. That is why John Madden gets all 9's and Gaiares an 8,9,9,9. Our ratings consist of 4 (not just one) independent opinions. Actually it's not hard to tell who is 'skewing' their ratings. Rent the game, evaluate it yourself and check how all the mags reviewed it. It won't be too difficult to tell who rates 'high'.)

THE GREAT DEBATE...

SUPER-NES vs GENESIS vs TURBO

Dear EGM, I was wondering what is better, Genesis Turbo or the Super NES.

Robby Carbone
Helmet, CA

(Ed. Way back in issue 8 we posed the question as to whether the Turbo-Grafx or Genesis is better. Now the S-NES is out and hundreds upon hundreds of letters have come in similar to the one above. Most players are very opinionated, usually in the direction of the system that they own. Below are three to start off the great debate. How do you feel? What are your opinions?)

When I saw the Super NES I couldn't believe my eyes! I have to tell you that it has the ugliest design since the Atari 2600 or Intellivision. They need to go back to the drawing board. If I had one I'd hide it under some sort of cover! Ugh! The Japanese Super Fami looks hot! Why did they make such drastic (and stupid) changes? The only good thing is the 6 button controller. And what's with the dorky name? Can't they do better than that?

Styling aside I think Nintendo is too late to even compete with the Genesis. Genesis is on their second generation of games while Nintendo is floundering around with losers that are plagued with slowdown and flicker. Genesis has the sports and RPG categories already locked up. For my money I'll take Streets of Rage over Final Fight; Gaiares over Gradius 3 and Sonic the Hedgehog over Mario 4! The Genesis cruises at over 7 Mhz while the S-NES limps along at 3.5. Add in the CD-ROM to the Genesis and the S-NES is totally lame. There is NO comparison!

William Miller
Lawndale, CA

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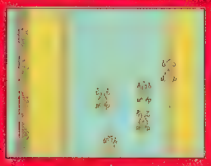

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CIRCLE #106 ON READER SERVICE CARD

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I own a Genesis and just bought the Super-NES. From the graphics, sound, play control and Mode 7, I believe that the S-NES blows the Genesis away. Don't get me wrong, I enjoy playing my Genesis and just bought some great games but it can't come close to what the S-NES can do. The graphics and sound are the best I've ever seen and heard, but the Mode 7 is what really puts the Genesis to shame. Yes, the Genesis can catch up to the S-NES but it will cost me another $350 to get the CD-ROM. Granted there is some slowdown in some of the new S-NES games but if you recall the same problem occurred on the Genesis when it first came out. Give the S-NES programmers 6 months and they will solve the problem. Then where will the Genesis be? Having both, I'll take the S-NES any day!

Brian McSwain
Sanford, FL

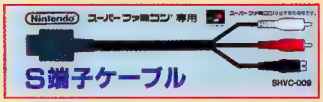
What's the big deal? All I hear you do is rave over the Genesis CD-ROM. Then you say that most of the games will be Japanese RPG's and military simulations. And finally you say it won't be out until next summer! Forget that! The Turbo with it's CD-ROM will give you what you want NOW! They have the extra years of programming for their CD-ROM and it shows. Where can you get motion video in games (Sherlock Holmes)? Turbo! Where can you get the best sound (Y's 2)? Turbo! Where can you get the best action in a game (Valis 2)? Turbo! Add in the new games like Loom, Y's 3, Valis 3 and 4 and It Came from the Desert and you'll see there's no need to dream about what a nonproduction CD-ROM can do as you can have it all now with the Turbo!

John Sikes
Detroit Lakes, MN

SUPER-NES IN SUPER VHS

I bought the Super-NES on it's release date and I worship it. Since I have a new monitor-style TV and I immediately hooked my S-NES using the audio/video cables. The graphics are crystal clear and the stereo is truly mind blowing! According to an older issue of EGM, the next step up is to use the optional Super-VHS cable for this system. My question is, how much better can the picture get. Will the difference be noticeably better? Is the cable worth the extra 20 bucks?

T.J. Rappel
Appleton, WI



The Japanese Super Famicom Super-VHS cable works on the Super-NES.

(Ed. We have to agree that there is a world of difference between the standard channel 3 hookup and the one using the Audio/Video cable. The stereo sound and ghost-free picture is something that everybody should try.

The next step up - the Super-VHS cable does offer some improvement in the picture. The main difference is in the colors on the screen. There is somewhat less color fringing and overlap. Expect an improvement of about 10 to 15 percent. To many people this will not be noticeable. The price of the cable isn't overly excessive and it is worth trying. But don't expect to see a major improvement.)

MEGA-CD UPDATE..

Each month when I buy your magazine I find that issue is better than the previous. First I thought it was just due to the increase in size, but the content continues to improve also. I'm a devoted Genesis player and I find the MEGA-CD-ROM to be the ultimate accessory. Have you been able to learn more about this great item?

Ron Ward
Newark, CA

Sega/Micronet invited EGM to try out the new MEGA-CD-ROM.

(Ed. Indeed we have! For the full story check out this month's EG Express column starting on page 38. Sega and Micronet invited the "most important magazines in the world" to learn about, see, and try out production number 001 of the MEGA-CD-ROM. Ten magazines from Japan, one from Taiwan and only one from the U.S. (guess who!) were invited to attend this monumental announcement.

At this event Sega announced that the MEGA-CD-ROM will go on sale in Japan on December 2nd, plus or minus one week. All the specs announced previously have not changed and some further clarification and comparisons were made. Because of the huge 6 megabit of RAM, the MEGA-CD-ROM can produce motion video three times the size as those done in Sherlock Holmes for the TurboGrafx. Also with the ability to do biaxial rotation in hardware, arcade games like Assault can now be done. True flight simulators which require height, width and depth (the S-NES Mode 7 doesn't have the third dimensional capability) are possible for the first time on a cartridge machine.)

GREAT SEGA INSERT..!

I just got my copy of your October issue and I had to FAX you my comments. First, I get all three of the mags and I couldn't believe the difference: 82 pages, 118 pages and 204 pages. Your Sega insert (awesome!) was larger than your competition's whole magazine! I used to think that all mags were about equal but now it is clear who really leads the pack. Your Sonic maps have to be seen to be believed and the Star Wars and Empire coverage blew away those who had special coverage! How are you going to top this in November!

Noah Freer
Los Angeles, CA

(Ed. As you can see from this issue we did top October's 'telephone book size' mag. At 274 pages we have just created the largest issue of a U.S. monthly game magazine ever! Competition, what's that.)

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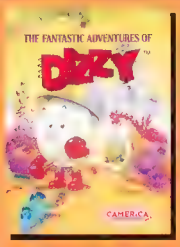

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CIRCLE #203 ON READER SERVICE CARD

FRUSTRATING GAME...

Since you claim to be the authoritative resource on video games, I am giving you your chance to solve my problem. I am having extreme difficulty in getting past the seventh level in Battletoads. It now is getting frustrating as I keep on dying and then have to start all over. It seems to take forever to get back to the seventh level just to try it again and die. Is there an easy way to get past this difficult spot?

Carl Leeb
Buena Park, CA

I really appreciate the special game tips you print, especially the maps and secret codes. I have been having trouble on Battletoads, however, and was wondering if you have found any special tricks or codes that will let me skip to the higher rounds so I don't have to continue restarting at the very beginning when all of my lives are gone. Can you help me?

Matthew Gold
New York, NY

(Ed. You're not the only players who have written in with problems on Battletoads. It is quite a difficult game and unfortunately, there presently aren't any known built in tricks like a level select for this game.

There is help though, in the form of a brand new product due in stores shortly. It is called the Game Action Replay by Acemore International Ltd. of Harrisburg, PA. This spectacular device, as described in last month's EG Express column, allows you to store your position in any NES game (The memory is large enough to store your game up to 5 times!). With a battery back-up you can even remove the cart and it won't lose the information! So, in your case, you could get to your 'tough spot', save the game on the Game Action Replay cartridge and then continue playing the game. Should you die and lose all your lives you won't have to start the game back at level one. Access your saved position on the GAR and begin again from your last position! Best of all, the GAR is a licensed Nintendo accessory so there won't be any problems like the Game Genie had.)

EGM AT CES...

First off, I would like to tell you that I had the pleasure of attending the CES in Chicago. What an experience! I had a wonderful time seeing all of the games and new technology that your magazine had informed me about so long ago.

I also want to tell you how proud I am of your publishing power and generosity at CES. You guys were so much more popular than any other magazine booth. I was there the first day when you ran out of all your magazines. Then you brought cartons of fresh issues, and from out of nowhere there was a huge flood of people who practically crushed me trying to get their hands on one. They cleaned you out in about 10-15 minutes! From the looks of things you really were a hot item!

Cord Barrett
DeQuoin, IL

(Ed. We did have fun at CES and there was quite a rush to get our new (at the time) Terminator 2 issue. Over the period of the show we gave thousands upon thousands of copies away, including issues of our different magazines. You better get to our booth early at the January CES show Cord, because if the trade made a rush for our 'little' 128 page July issue, just think what they'll do to get our 272 page 'telephone book'!)

HOT NEWS

I have recently received your September issue and it's great. I like to look at the other mags too but they're just not the same. They don't have the news of tomorrow like you guys have. I was wondering, how do you guys get your news and who gets the information for you?

John Polson
Tampa, FL

(Ed. Getting the latest news is not a very easy thing to do John. It takes a lot of telephone calls and many special trips to where the action is happening. That could be anywhere from Japan to England. Luckily, we all get to share in writing the about the breaking stories from the industry!)

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CIRCLE #196 ON READER SERVICE CARD.

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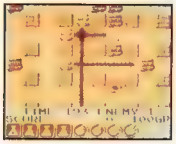

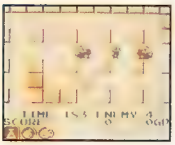

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CIRCLE #158 ON READER SERVICE CARD

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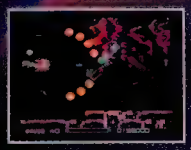

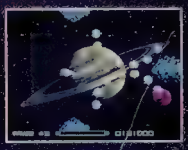

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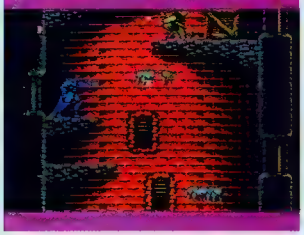
CIRCLE #158 ON READER SERVICE CARD

ELECTRONIC GAMING REVIEW CREW

THE "CREW"

Nintendo - Sunsoft
Batman 2

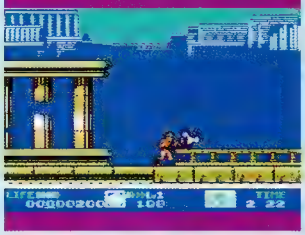
Type:Action Release:Dec.
Levels: 7 Difficulty:Avg.



The long awaited sequel to Sunsoft's hit game is here. Batman 2: Return of the Joker features larger characters than the first game as well as multiple scrolling backgrounds. The Evil Joker has returned and Batman must locate and defeat him. To do this, you must fight your way through 7 levels of action, past a whole new gang of bad guys to reach the ultimate goal - the Joker himself!

Nintendo - Capcom
GI-JOE 2

Type:Action Release: Oct.
Levels: 14 Difficulty:Avg.



The Joe team is back and this time they're backed by Capcom! Cobra Commander is at it again; trying to rule the world as usual. This time, however, he has raised the lost continent of Atlantis from the depths of the ocean, but why? You must help the Joes stop his plans and defeat the intense commanders of the Atlantis project to send the continent back into the sea. YO JOE!

STEVE	What's a publisher to do when he's got so many killer carts to choose from?!? Poor Steve has been blasting through the best the Super NES has to offer!	I really like the original Batman a lot and I have to say that the sequel lives up to the first game in most respects. The larger characters have much more depth and detail and although the overall goal remains the same, the extra enhancements that Sunsoft has made are welcome!	Like its predecessor, GI Joe has all of the elements of a hot action title, with fairly crisp combatops and a variety of weapons but the game just doesn't convey the same brand of excitement that I'd expect. The enemies have little personality and the play is far from challenging.
ED	Super Ed is a travelin' man this month, with trips around the world in search of the perfect video game. With a Mega CD-ROM under his arm (don't tell Sega), Ed is content.	Batman 2 really shows just how far 8-bit power can go. The paralax scrolling is very impressive-almost 16-bit quality. The bosses are also detailed, with many different attack styles. Even though Batman has an entire arsenal up his sleeve, the theme of the cart is still exciting!	GI Joe - is a Real American letdown in this case. Even though the game allows you to pick your favorite muscle-bound hero, the graphics and music aren't as appealing as they could be. The gameplay, however, helps compensate for some of these shortcomings.
MARTIN	Martin thinks he's such a stud now that he's mastered Super R-Type. Too bad he doesn't realize that he's been playing with the slow-motion button on!	This cart has about the best looking visuals that I've seen on the NES. Despite the dramatic improvement there is something missing from this sequel that made the first so good. The game play is limited to a walk and shoot contest with pretty graphics and shallow game play.	This sequel reminds me of the way the classic toy has changed from a foot to 3 inches tall. This cart just doesn't do justice to the GI Joe name. Sloppy controls and repetitive game play take away from any potential excitement. Typical for the NES! YO NO!
SUSHI-X	Sushi is still rubbing his head after mastering Street Fighter 2. He still thinks it will eventually surface on the SFX, but no one at Capcom will confirm this rumor...	Batman is back, but he's had a face lift this time! This title could easily be called anything but the main character didn't look so much like Batman. The Batarangs are gone, and now one of my favorite heroes is strutting around with lasers strapped to his arm. Not bad, just not what I expected.	GI Joe isn't a bad cart at all with its Castlevania-type scrolling and action. Choose your favorite Joe? Cool! The graphics? Well, let's just say they're 8-bit. Good for the sound. Anyway, GI Joe is an action packed cart once you get the hang of the controls. Yo!

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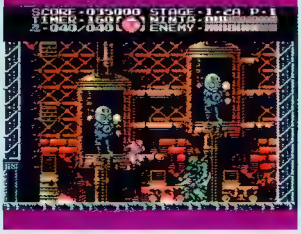
Nintendo - Tecmo
Ninja Gaiden 3

Type: Action Release: Sept.
Levels: 6 Difficulty:Easy



Ryu is back for the final installment of the Gaiden trilogy. With the same type of action as the first two carts, Gaiden 3 carries on the continuing adventures of Ryu Hyabusa and his dragon sword. This time, Ryu is up against an enemy tougher than any he has faced before. It includes all new bosses, enemies, and original levels and music. If you enjoyed the first two, then get ready for number 3!

What has to be the best of the GaiDen series, The Ancient Ship of Doom makes up for the lack of difficulty and awkward controls that kept previous Gaiden games from being full tilt. The theme has worn a little thin, but the action, sounds and graphics are still top notch!

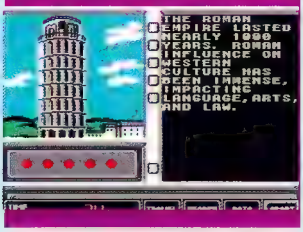
Now this is a sequel! All of the classic power-ups and combat skills of the ninja [illegible] 8-bit market have still been retained. An all new novelistic plot has been added, along with new cinema displays as well. Everything from bosses to background are truly stupendous!

This is a player's game. Only 3 continues make this the perfect cart for those who mastered the first two carts. Warning: this is a high stress cart [illegible] recommended for wimpy gamers. Boasts great graphics and [illegible] music, although the cinemas are kind of cheesy.

Ninja Gaiden 3 is a worthy challenge for anyone who has finished the previous quests. The graphics are the same, the music [illegible] that Ninja Gaiden "feel" and the control is comparable [illegible] like the new power-ups and the cool levels. With only 3 continues, it's rough!

Nintendo - Konami
Where in Time is Carmen Sandiego

Type:Action Release: Nov
Levels: NA Difficulty:Avg.



Are you looking for the famous computer title Where in time is Carmen Sandiego? Well its here for the NES. With the same game play from the computer version, this will probably draw the attention of the computer players, who may also be Nintendo fans. A faithful translation from the computer, with its first person perspective and role playing type theme, this might be one to check out.

The whole Carmen series has proven to be a big hit on computers, but the slow pace of the game and need to refer to outside source material deflected any real fun I was having on the quest. This title does have an important educational slant, but it's not for shooter fans!

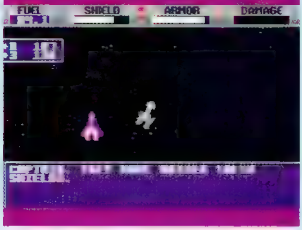
A very important game for the NES. While it isn't a real action game, it does have enough of the action overtones to keep the pace of play quick and the need for interaction with the reference materials constant. A great learning game that's also a lot of fun.

Obviously a cart that will only reach a specialized group of players. Personally this game is a bit too boring and non-eventful for me. The mystery of finding Carmen is involving enough to draw you in, but this one will definitely not be a repeat offender in my book.

This title is a blast from the computer world of stardom. On the Nintendo, it comes off very [illegible] and offers a very interesting [illegible] and sometimes educational quest for all players. The music isn't the best, and neither are the soundtracks, but the game play is easy to follow and fun.

Genesis - Electronic Arts
Star Flight

Type:Strategy Release: Nov.
Levels: N/A Difficulty:Hard



With a combination of galactic conquest and ship to ship combat, Star Flight brings a very literal translation of the computer classic to Genesis screens. Patrol the universe, hunting out new planets, allies and enemies as you seek to expand your grip on power across the universe. With great attention to both the action, strategy and presentation, Star Flight duplicates the feel of the computer game.

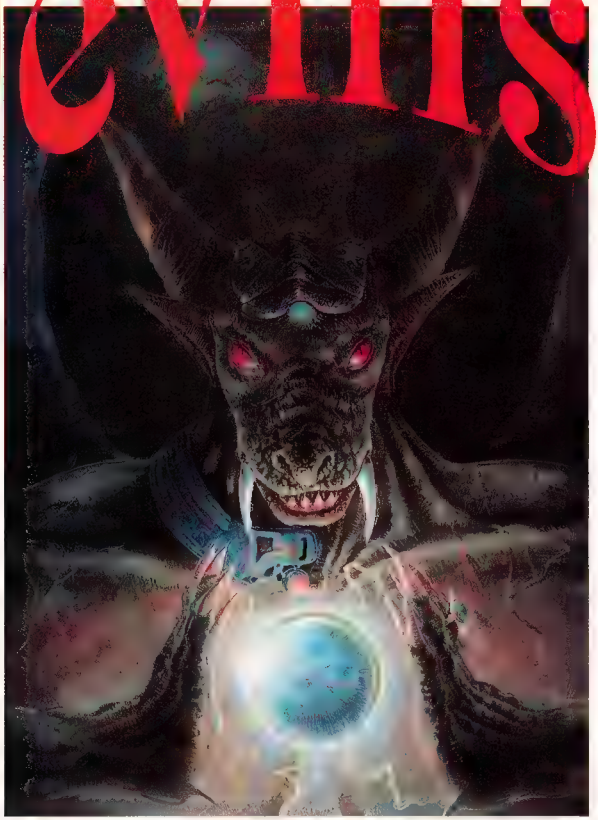
Star Flight uses the same concept we saw in Star Control, combining action with the [illegible] of conquering the galaxy. Star Flight, though, has a much more [illegible] display, better interaction between the action sequences and [illegible] the systems, and a much more appealing tone.

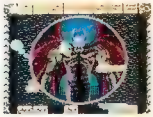
There is very little in the way of "intense" game play to be found in Star Flight, but the overall theme is executed extremely well. From the different types of strategy that can be employed to the occasional bout of combat, Star Flight represents a great example of a two theme hybrid.

At first I thought this would be another boring computer port and a waste of my time. [illegible] cart shows a lot of promise. Exploring the solar system and landing on various planets is interesting and the game is highly detailed. Not spectacular but solid game play wins me over.

Another computer relative, Starflight blasts into regions unknown, displaying decent graphics and okay sound effects. No other Genesis exploration game has such detail, but maybe in the future, more designers will take the time to make good solid games like Starflight.

Devilish™





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Especially when you're playing this game. If you think you've seen this one before, you're right. And wrong. You see, our game is much, much, more complicated, with monstrous enemies, high-tech UFO's, and walls and walls of blockades. So we gave you two paddles, offensive and defensive, just to even up the odds. But don't get us wrong. You'll like this game. You'll just have a devilish of a time getting through it alive.

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CIRCLE #112 ON READER SERVICE CARD.

Genesis - Sega
ToeJam & Earl

Type: Action Release: Sept.
Levels: 6 Difficulty:Easy

What happens when two hip rappin' aliens crash land on Earth? You can only find out in ToeJam & Earl. These two guys have to find the ten pieces of their spaceship, that have been scattered all over the game, to be able to return to their home planet. Sampled sound effects and humorous visual effects also add to the theme of this cart which tries to take the Genesis in a whole new direction.

Toe Jam and Earl is more of a testament to what the Genesis can do than a real game. The basis for the action, the fact you need to locate all the pieces of their ship, is really a window in which Sega throws some of the best graphics, sounds and music you'll ever see. Wears thin fast.

Master rapin' Toejam and his big homey, Earl, are really one truly intense duo filled with spoofs, one liners, and an entire cast of silly characters (the Tourist man being my favorite). Extremely cool with some hilarious 16-bit sound. This highlight this truly funky and bodacious cart.

Toejam and Earl are two really funny characters complete with funny animations and a host of other humorous creatures out to get you. Although I enjoyed most of this cart, especially the funky sound test, it was just a little too weak in the game play department. Aloha!

If you are waiting for a hilarious game for the Sega Genesis, this is it! The graphics are pretty, the tunes are undisputably the funkiest anywhere and the humor is out of this world! I recommend this game to anyone who likes a good laugh. Yo, Earl, who's Trixie? No hedgehogs 'round here...

Genesis - Renovation
El Viento

Type:Action Release: Nov
Levels: NA Difficulty:Avg.

Set in the 1930's, El Viento by Renovation is a great action game for the Genesis. An evil storm is washing down upon New York. The worshippers of Hastur, an evil outer world being, are planning to sacrifice a young girl to resurrect their evil liege. A young woman named Annet, must destroy the cult and their ambitions to rule the world, wielding a boomerang and powerful magic.

El Viento has got one of the greatest combinations of hot graphics and play action I've seen in some time. While the theme is straight side-scrolling, the game is represented with smooth animation, plenty of risk incentives and more than enough challenge! A winner in my book.

They've done it again! Renovation will never quit making good carts, will they? El Viento has similar tie-ins with a Power Blade style of combat and a backdrop filled with alien factions and awesome cinema displays! Great graphics and incredible play makes this a winner!

This cart has great game play along with stunning graphics and superior tunes. The best thing in this cart is the explosions and awesome end Bosses. Wait until you see the bubble boss in motion, it's totally cool! Well balanced game play makes this a superb action title.

El Viento is a great addition for anyone who liked Valis 3. The basic action is similar to a little megahit, with intense magic options and well produced graphics and sounds. A killer cart from start to finish that impressed me from beginning to end! Thumbs up!

Genesis - Renovation
Vapor Trail

Type:Shooter Release: Nov.
Levels: N/A Difficulty:Hard

Another shooter for Genesis! As a fighter pilot, you get to choose from three of the latest, state of the art fighters before your mission. Many different types of power-ups, and an overhead perspective also highlight this cart. Multiple scrolling backgrounds and a wide variety of enemy artillery, including ground, and air vehicles round out the targets! Toss in digitized sounds and you get Vapor Trail.

Straight from the arcade we get Vapor Trail. Not the best game before and not the best now, but for a shooter this title does give a decent thrill. The action is heavy through most of the playfield, but the whole package just doesn't last long enough to earn it a higher review.

Even though this cart does boast some unique options (like 2-player combo action), it is not your basic shooter containing some the expected assortment of weapons and power-ups. Not the best blast-em-up I've played, but no where near the worst either.

Vapor Trail is just not intense enough for my tastes. The graphics are decent and the music is OK, but the game is far too easy for an 8-Meg shooter. It's over before you know it, even sooner if two player go at it. What killed this cart is the consistently boring selection of power-ups.

From start to finish, Vapor Trail is an average shooter. The game's one plus, a two-player simultaneous option, is welcome, but it only really succeeds in making the cart easier. The game suffers from slow-down, flicker, and weaponry that has been seen many times before.

IT'S 2 EXCITING 2 MISS.

It's twice the fun. Twice the thrills. Twice the craziness. That's right, it's The Bugs Bunny Crazy Castle 2. But Bugs isn't getting the royal treatment. This "looney" new adventure on the Nintendo® Game Boy® has Bugs being chased by the whole Looney Tunes gang. The Tasmanian Devil, Yosemite Sam, Wile E. Coyote and other crafty characters. There are 28 huge and multi-level rooms. Giant catapults. Invisible traps. Awesome sound. More than enough to keep you and Bugs hopping. Will Bugs succeed in his crazy attempts to rescue Honey Bunny? If you're a Game Boy® player, that's up to you. Their future is in your hands. So the sooner you start the better. The Bugs Bunny Crazy Castle 2. Even better the second time around.

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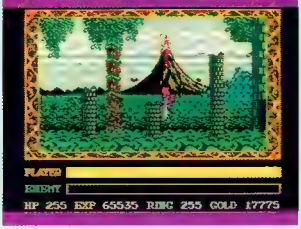
KEMCO▲SEIKA

CIRCLE #211 ON READER SERVICE CARD.

TurboGrafx CD - NEC
Wanderers from Y's

Type: RPG Release: Nov
Levels: N/A Difficulty:Easy



Y's 3 continues the adventures of Adol, the legendary hero of Y's. Adol must once again rescue the people from turmoil. Armed with his sword, and all new magic, Adol is well prepared, but is it enough? This time the action takes place from a side scrolling perspective instead of the 3/4 top view as in the first disc. Animated cinema dis-plays, and multiple scrolling back-grounds are also used.

While there's no denying the fact that CD games with long intermissions, music and sound are attractive, they need to be supported by good game play. Y's 3 is way far near, with little quest left in the adventure. The action has been toned a bit, but it still is way too easy.

The magical power that is Y's has just returned! Even though this carries the name up with awesome RPG, it's just way too easy! Fortunately, the voices and cinemas make up for more than what is not. It's a great sequel that all fans of the original should check out!

I think that this disc misses the high marks of the original. The music is phenomenal and really jams on a good stereo system. The game play, however, is extremely limited. There is little or no challenge here and the whole quest is too straightforward for an adventure game.

Finally! A title that betters its predecessors! The game play is much more challenging this time in the land of Y's. Now you swing your sword! About time! I hate Hydlide attack methods to the max! The quest is pretty cool, but the music will blow you away!

Turbografx CD - NEC
Valis 3

Type: Action Release: Nov.
Levels: 7 Difficulty:Easy

The adventures of Yuko and her Valis sword are continued in Valis III for the Turbo CD-ROM. This time, Yuko is forced into battling Glames, who happens to own the Leethus sword, the counterpart to Yuko's Valis sword. This time around, Yuko has the help of two new found friends who you can change into during play, one with a whip, the other with powerful magic. Animated cinema displays.

Valis 3 is really a good example of taking the benefits of the CD-ROM technology and pairing them with a very hot game. The quest, adventure, action, cinema, sounds, music and overall game play are killer from beginning to end. Give us more of this NEC and you can't go wrong.

This must be the month of the successive CD sequels! This game is truly a title and a half over the Genesis version, containing even more levels, more CINE cinemas, and some nearly identical game play with some great voice! I can't wait for the sequel!

Finally a Turbo game that blows away the Genesis version of the same name! Great music and cool cinema displays are definitely a step above the cartridge version. I don't like the mixed TurboChip/CD soundtrack, but it still sounds impressive. My one complaint is that it's easy.

Don't wait up! This is the best of the Valis trilogy yet! With number four coming soon, Valis 3 is a must for those who are looking to keep up with the series. Anyway, if you want to follow along with the story, pick up this game and grab some headphones. The tunes are superb!

Gameboy - Konami
Blades of Steel

Type: Sports Release: Dec.
Levels: N/A Difficulty:Avg.

Grab your stick and get ready for Blades of Steel Gameboy style! With all of the options from the first cart and some new ones added in. You can select a practice mode that lets you hone your skills in the fight scenes and penalty shots, to make you the best on the block. With your video link, you can really blow away the competition. Take on the same teams that you put to shame in the Nintendo version.

Good game play is a constant in this game, but there are a few flaws. While the blurring and complicates some GameBoy titles with quick movements is evident, it's not as pronounced as it might be. I liked the Double Dribble style and additions of Blades - it's worth a look.

Blades of Steel is a great sports game that takes the GameBoy to the limit. Fast action with little or no smudging on the screen, combined with games within the game that include fight scenes, make Blades a winner with me. Good graphics and sound support the title.

Blades isn't that bad for a GameBoy title. The action is a little fast and blurs a lot but the game play is solid and fans of the NES cart will enjoy it. The addition of [illegible] a la Double Dribble also adds to the game as does the two player and practice modes.

I don't think I'll ever really like a GameBoy game. Personally, I wish Nintendo would make the Gameboy extinct and go for an 8-bit NES portable! The graphics aren't that hot and the music is irritating. It's far too difficult to follow the action on the GameBoy screen.

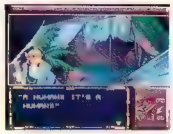
SUPER NINTENDO

THE YEAR OF THE DRAKKHEN.

This is the year of Super NES.™ The year some of the best RPG players may go down in flames. Because this year you will enter the world of Drakkhen.

You've confronted many monsters before. But never fire-breathing beasts of such scorching realism. Over 50 giants and winged beasts in spellbinding 3-D. You've journeyed in other mystical lands. But none with scrolling, 360° landscapes with panoramic views. Horizons change from day to night before your very eyes.

In your quest to restore world peace, you will learn many powerful spells. Prepare for battle by collecting weapons and magical objects. But nothing will prepare you for the special effects, the eye-popping graphics, the stereo digital sound experience. Drakkhen. It's the Super NES game of the year. The role playing challenge of a lifetime.



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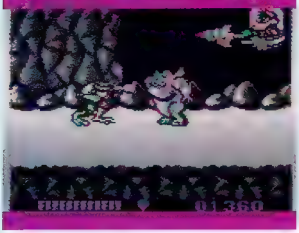
KEMCO ▲ SEIKA

CIRCLE #211 ON READER SERVICE CARD.

Gameboy - Taito
Battletoads

Type: Action Release: Sept.
Levels: 6 Difficulty:Easy



The 'Toads are back for more on the Gameboy. With the same basic theme found in the Nintendo 8-Bit adventure, the toads use all of the same unique fighting moves that they used in their first adventure. This is a whole new adventure though, with original levels and Bosses. The game still employs the same detailed graphics as its Nintendo counterpart, and no play control is lost in translation.

I loved the Battletoads on the NES and I think they hold up just as well on the Gameboy. This is one of the few action games that really has the power to pull you back for more. GB Toads shares a lot in common with its 8-Bit cousin and throws some new features in for good measure!

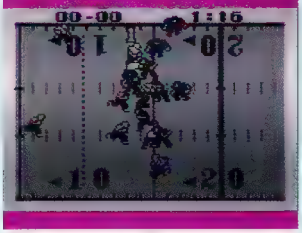
One of the best GameBoy games I've ever played! GB Battletoads takes the best parts of the original NES game and throws in just enough to make this adventure seem completely unique. A great game with all the bells and features done with a superb style!

The Toads actually make a pretty good GameBoy cart. The animations are still there and the most of the funky music are there as well. The music is sem-dated and sounds great in stereo. The game play is just as intense as the NES version and well-deserving of the name.

The adventures of the Battletoads continues on the Gameboy! Too bad the Gameboy is so limiting or this would have been a great title! The graphics and music are ruined on this inferior system. Look toward the Super NES, Battletoads, the GameBoy just doesn't do you justice.

Gameboy - Tecmo
Tecmo Bowl

Type: Sports Release: Nov
Levels: N/A Difficulty:Avg.



Another sports game on Gameboy! Take your video link and a friend and play Tecmo Bowl on Gameboy! Same game play as the Nintendo version, and the same graphics and music are utilized. Pick from all the plays that you used in the Nintendo version. Also has a one player option for when your friends aren't home. Take on the usual pick of teams that challenged you the first time around.

Tecmo Bowl, another great game on the NES, has been translated nearly perfectly to the Gameboy. From the ability to use your NES codes to a great look and easy mechanic, Tecmo Bowl is one of the best sports games I've played for the handheld Nintendo system. File it under hit!

Another great game from Tecmo! Tecmo Bowl is a fantastic translation of football from the programmers of one of the best sports simulations ever. Tecmo Bowl features the great looks, easy game mechanics and the same codes as its 8-Bit brother to produce a superior hand-held cart!

For some reason, football on the GameBoy just doesn't sound right. This cart is good but nowhere near the NES version. The fact that you can use all of your old codes from the NES version really adds to this cart, but despite some nice play, the remains too slow for me.

Tecmo Bowl never impressed me on the NES, and with the low-tech afforded by the GB, the title appears even worse! Tecmo Bowl was just slightly above average as an NES title, but on the Gameboy, Tecmo Bowl falls way short of scoring the same big points.

Game Gear - Sega
Ninja Gaiden

Type: Action Release: Nov.
Levels: N/A Difficulty:Hard

The quest of Ryu Hyabusa is coming to the small screen. Sega is bringing us Ninja Gaiden Game Gear. A whole new world is opened for Ryu when he enters this game. With shorter levels, and a different type of play control, this game is definitely a change from the Nintendo version. Ryu retains his wall climbing skills, but his sword slash has changed, and he has all new weapons.

This game has an awkward look and style that reminds me more of Strider than Ninja Gaiden. That point aside, Ninja GaiDen for the Game Gear is a nice addition to the portables growing list of action carts, but it still comes up short on game play and, in some areas, graphics.

Although it plays very differently from the original Ninja GaiDen series or even the arcade series (which the Lynx is based on) for that matter, GG GaiDen still has many special features that elevate its game play almost to the same level as its namesake!

This cart is just Strider with a stronger license, namely the mega popular NES hit. What's the matter Sega, don't you have any faith in your own titles? Good graphics and game play make this one of the better GG carts. The game is too easy and a password was not needed.

Ninja Gaiden is a good title for the Game Gear. It pulls off some awesome tricks for a newcomer to the portable scene. The graphics are good, and the music is well done. The original is still the best, but when you need ninja fun on the go, this is a good title to turn to.

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You're Pac-Man™ in a universe of 3-D mazes — and you can jump over ghosts!

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For two players, 36 awesome mazes! Features Pac-Booster for super speed!

Hard Drivin'

Perform dare-devil stunts or drive at breath-taking speeds on two incredible race tracks!

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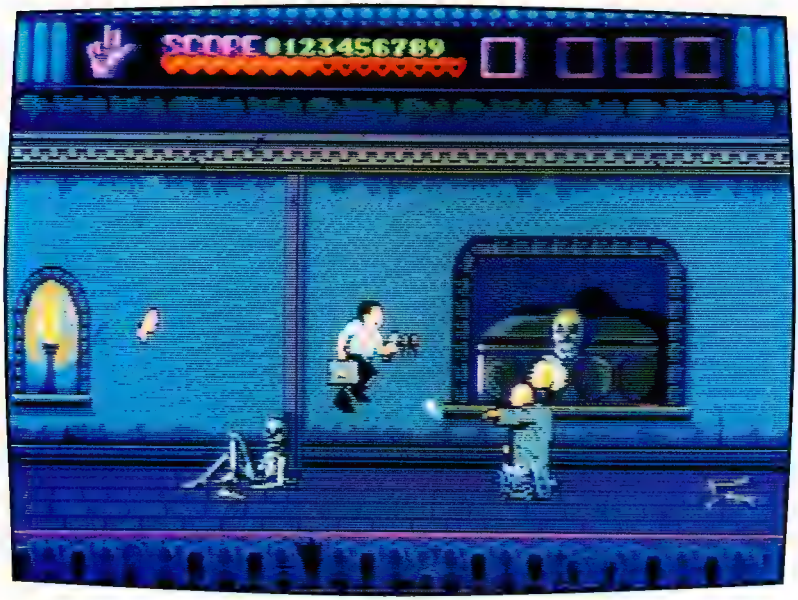
CIRCLE #142 ON READER SERVICE CARD.

JUST TRY TO BEAT

The Addams Family™



Fester's memory is shot. And so are you if you're not careful.

AT THEIR OWN GAME.

You're Tully. You're a lawyer. And you're a goofball. At least that's what the normal all-American family, the Addams Family, thinks.

Luckily Gomez thinks you're O.K. He'll give you part of his treasure, that is, if you can outwit his eccentric clan.

Get ready for surprises as you search through their sprawling 30-room mansion. Some family members will give you clues. Some won't! But don't expect Thing™ to lend you a hand, or Pugsley, for that matter. He's got a chemical arsenal waiting in his diabolical lab. It could be an explosive situation.

In this game, the stakes are high. Defeat Gomez and the treasure's yours. If you can't beat 'em, join 'em. You might fit right in.

Gomez sharpened his sword. Fester loaded his shotgun. Thing even got a manicure. Let the games begin.

Now's the time to decide. If you want to play it safe, don't even go through the gate.

Free music CD+Graphics sample disc inside specially marked TurboGrafx-CD players.

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CIRCLE #101 ON READER SERVICE CARD

ELECTRONIC GAMING MONTHLY & ELECTRONIC ARTS SPORTS NETWORK PRESENT...

THE GAMES OF NOVEMBER 1991... APPEARING IN LOCAL STORES NOW!

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW
The information below was supplied by each of the individual companies, and is current as of September 23, 1991

NINTENDO

Barbie
Hi Tech - Action

Bard's Tale
FCI - RPG

Eliminator Boat Duel
Electro Brain - Action

F - 15 Strike Eagle
Microprose - Action

L'Empereur
Koei - RPG

Motorcity Patrol
Matchbox - Action

Pirates
Konami - RPG

Return of the Joker
Sunsoft - Action

Ryne Sandberg Plays Bases Loaded 3
Jaleco - Sports

Space Shuttle Project
Absolute - Action

Star Wars
Lucasfilm - Action

Super Spy Hunter
Sunsoft - Driver/Action

Tom and Jerry
Hi-Tech - Action

Uncharted Waters
Koei - RPG

Vice: Project Doom
American Sammy - Action

Where in time is Carmen San Diego?
Konami - Educational

SUPER NES

Actraiser
Enix - Action

Bill Laimbeer's Combat Basketball
Hudson - Sports

Final Fantasy 2
Square - RPG

Paperboy 2
Software Toolworks - Action

RPM Racing
Interplay

Super Ghouls & Ghosts
Capcom - Action

EASN™

ELECTRONIC ARTS SPORTS NETWORK

HOT PICK OF THE MONTH

GAMEBOY

Altered Space
Sony Imagesoft - Action

Atomic Punk
Hudson - Action

Brain Bender
Electro Brain - Puzzle

Choplifter
JVC - Action

Dick Tracy
Bandai - Action

Final Fantasy Adventure
Square - Adventure

Final Fantasy Legend
Square - Adventure

Fortified Zone
Jaleco - Action

Jordan VS Bird
Electronic Arts - Sports

Marble Madness
Software Toolworks - Puzzle

Pyramids of Ra
Matchbox Toys - Puzzle

Robocop 2
Ocean - Action

Turrican
Accolade - Action

GENESIS

Bonanza Bros
Sega - Action

Buck Rogers
Electronic Arts - Action

El Viento
Renovation - Action

F - 22 Interceptor
Electronic Arts - Simulator

Heavy Nova
Bignet - Action

Mercs
Sega - Action

Pit Fighter
Tengen - Atari

Quack Shot
Sega - Action

RBI 3
Tengen - Sports

Roadblasters
Tengen - Action

Robocod - James Pond 2
Electronic Arts - Action

Shadow of the Beast
Electronic Arts - Action

TURBOGRAFX-16

Addams Family
NEC CD Rom - Action

Cadash
Working Designs - Action

Raiden
NEC - Action

Turrican
Accolade - Action

LYNX

Bill & Ted's Excellent Adventure
Atari - Action

Stun Runner
Atari - Action

Tournement Cyberball
Atari - Sports

GAME GEAR

Berlin Wall
Kaneko - Action

Develish
Sages Creation - Pinball

Ninja Gaiden
Sega - Action

Space Harrier
Sega - Action

Super Golf
Sages Creation

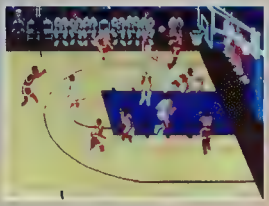
NEO GEO

20/20 Baseball
SNK - Sports

Crossed Swords
SNK - Action

Fatal Fury
SNK - Action

Mystic Wand
SNK - Puzzle



LAKERS VS. CELTICS™ AND THE NBA PLAYOFFS

Match up 10 NBA teams in this full court, 5-on-5 basketball game. Includes recognizable signature moves; Jordan's Air Reverse, Isiah's Spinning Lay-up, Barkley's Gorilla Dunk, and Robinson's Windmill Slam. This is the most realistic basketball game for the Sega ™ Genesis™ System!

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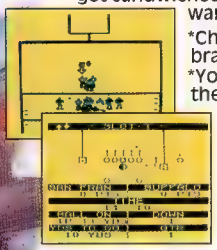
PUT YOURSELF IN THEIR SHOES.

IT'S CRUNCH TIME

Lace up the cleats and pull down the helmet. You're about to get sandwiched by the most realistic assemblage of gridiron warriors this side of the Super Bowl.



*Choose from 28 franchises in this 11 vs. 11 player brawlfest.

*You're in complete control when gunning for the goal posts. Use bootlegs, laterals, post patterns, and bombs to blow you over the adversary and into the end zone.

*Gut check football at its nastiest when you're on defense. Blitz, pick off passes, and cut down the quarterback.

*Use Game Link™ to take on a friend or play a competition crushing computer.

BUCKLE ON YOUR BLADES

You're about to skate into a whole new arena. The NES™ classic, Blades of Steel®, has just made a power play into your Game Boy®.

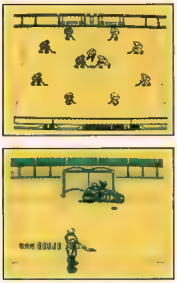
*Choose between eight of the nation's hottest teams: Chicago, Los Angeles, Vancouver, Montreal, New York, Edmonton, Minnesota and Toronto.

*Face off on either Junior, College or Pro levels.

*Hone your fighting, slap shooting, and goal tending skills in the practice mode.

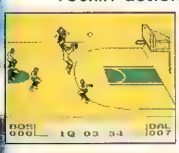
*Penalty shots and sudden death overtimes are common in your quest for the cup.

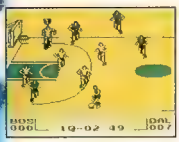
*Win a trip and tickets to a Pro-Hockey championship playoff game.



PUMP UP THE HIGH-TECH HI TOPS.

Get ready for high flying, profiling pro hoops! All the rim rockin' action of this NES™ classic is stuffed into an intense 5 on 5 test of Game Box hang time.





*Watch the cameras zoom in when you go airborne to dunk.

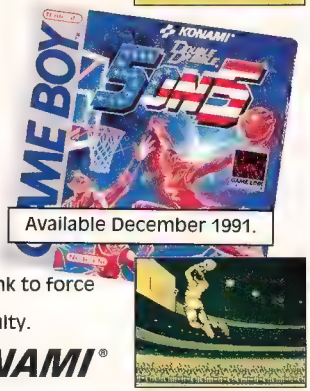
*On offense you can pass, free throw, jump shoot, and drive the lane against eight tenacious teams, each with different strengths and weaknesses.

*If you hope to hold your own on defense you must master rebounding, and stealing.

*Play against the computer, or use the Game Link to force feed the ball to a friend.

*Choose from three challenging levels of difficulty.

*Win a trip and tickets to a Pro-Basketball championship playoff game.



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CIRCLE #146 ON READER SERVICE CARD.

GAMING GOSSIP

...Super NES Has Rocky Start...New Games From Japan...Lynx Software...64-Bit Jaguar Update... Super Nintendo Goes Coin-Op...More Sequels For Nintendo 8-Bit...

...Drop your lasers and fire your smart bombs! Quartermann has returned with a bag full of the hottest little secrets in the video game biz! The industry's been buzzing with insider info this month and the Q-Magnum has got it all in the only gossip column that doesn't use slow-mo!...Whoa Nintendo, did you commit a faux pas and how! The new Super NES, which yours truly reported last week was compatible with the Super Famicom, has one slight problem running around inside its computer brain - it won't work on certain televisions made before 1985! While this problem is rumored to be corrected when the second batch of Super NES machines appear, several television broadcasts have already leveled their own firepower at the big 'N' because of the incident. And with Sega absolutely destroying Nintendo with their hyper cool comparison ads, you've got to wonder if Nintendo remembered to check the flight list before taking off...Games, games, games! On the red phone to head editor Semradius in Japan, the Q-Meister has learned that several high profile titles are now on their way to the states! Leading the pack are the Teenage Mutant Ninja Turtles coming to the NES for their third adventure! With a new style of play that combines the role-changing of the first with the action and graphics of the second, this cart sounds most sharp indeed. Also on the play list are Street Fighter 2 for the Super NES, Mega Man 4 for the 8-Bit, and a flood of reflective donuts, er, I mean CD games for the new Sega Mega-CD driver! Check out a full report on the show with special commentary by our man in Japan, Terry Aki!...

...Speaking of new games, Atari is set to unload a flurry of Lynx games ranging from Pit Fighter to a special hand-held version of Tecmo's latest ninja bloodbath, Ninja GaiDen 3 - The Ancient Ship of Doom. Can't wait to see 'em boys...While we're on the subject of Atari, Quartermann has the latest low-down on the Jaguar super system! Seems Atari is trying to make the game system, which is rumored to be nearing completion, much more than your everyday walk in the park, run-of-the-mill 64-Bit video game console. No, Atari is rumored to be making their new Jaguar a computer too! And what's more, you'll be able to not only play cartridges and possibly CDs, you will even be able to play VHS tapes! With two 32-Bit processors and a revolutionary graphics chip, the Jaguar has the potential, but it's not going to succeed without focus! Quartermann gives a big thumbs down to the idea of a video game system that plays computer games or a computer system that doesn't have the power to do my taxes. An Atari VP who leaked the Jaguar news to the Q-Mann said the company may keep the future of the Jaguar quiet until Atari can clearly see the direction the biz is buzzing and that no official press conference would be occuring soon. Right, better keep the PC on the QT or it may leak to NEC and that VP would go MIA when the arrives DOA...

...Get ready to play the best Super NES softs before they're released in the arcade! Mocking the success that the company's had with their 8-Bit coin-op model called the Play Choice-10, Nintendo is getting ready to flood arcades with upright 16-Bitters that play hits like Super Ghouls and Ghosts and U.N. Squadron. It's a cool concept but the controllers are just too hard to play with! It feels like someone stole my controllers and super glued them to the floor...Did you know that in Europe the Teenage Mutant Ninja Turtles are called the Teenage Mutant Hero Turtles. Why? Do they have a problem with ninjas? Let me guess, you can plunk down 40 quid for Hero GaiDen? No way...Sorry Doc, but someone should sue you for malpractice! Did you cheat your way through medical school or what?...

...Get ready for some rockin' sequels coming for the NES in '92! From the Turtles to Mega Man to GaiDen to Tetris the games seem to be getting slightly fewer and far between for this 8-Bit workhorse, but they're definitely improving on style. And no, it's not Face-Tris, Word-Tris, Wel-Tris or even Miss-Tris coming to the Nintendo, it's a whole new Tetris game called Tetris 2 - Bombliss! Looks hot...My screen says 'Game Over' (only because I beat the game of course) and it's time for me to fly. Until next time, don't lose the grip on your joystick and try not to lose your EPROMs...

- QUARTERMANN

BEHIND THE SCREENS AT MICRONET OF JAPAN

"THE MAKING OF MEGA-CD GAMES" - PART 1

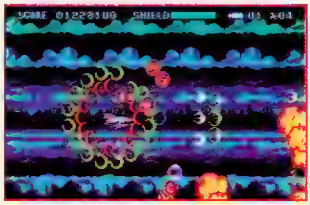
The countdown for Sega's MEGA-CD-ROM has already begun! In previous issues of EGM we have discussed all of the technical specifications of this extraordinary system but what hasn't been talked about are the details behind the new software that will drive this powerful peripheral. This software has remained a secret until now! EGM has traveled to where the system will be launched - Japan - and brought back top secret info from two companies now working on Mega-CD softs. This month we interview the key people at Micronet of Japan while next month we'll go inside Sega itself to unlock the mysteries surrounding this new system and games.

MICRONET OF JAPAN

The first stop is Micronet, located in the city of Sapporo on Hokkaido - one of the northern islands of Japan and hundreds of miles from the booming metropolis of Tokyo. Micronet was established in 1983 when Mr. Akihiko Murakami started a small company to make entertainment software for personal

Micronet's president - Mr. Akihiko Murakami, at a recent press announcement, talks about their new MEGA-CD-ROM game - Heavy Nova.

computers. The next year Mr. Isao Nakasugi was hired as chief programmer and game designer. Since then, Micronet continued to grow steadily up to the 30+ employees currently on staff.



Micronet's first Mega Drive Game - Curse.

MEGA DRIVE PROGRAMMING

Jumping ahead to 1986 when Sega's 16-Bit was in final development, Micronet moved from computer software to cartridge software. Taking a chance on this new market, Micronet brought out the intense shooter, Curse. After a strong performance, Micronet followed Curse with a puzzle game called Junction and then the military simulation cart Ambition of Caeser. The company topped them all, however, with a great translation of the arcade game Raiden. The company also started several Game Gear projects also.

CD-ROM...THE FUTURE

With several successful Mega Drive games under it's belt, Micronet was not a company standing still. Having watched the PC Engine CD-ROM do well in Japan, they were one of the first companies to see CD-ROM as an

Mr. Yuichi Suzuli and Chief Programmer Isao Nakasugi take time out to go head-to-head in a game of Heavy Nova.

important part of Sega's future and immediately signed on board when the MEGA-CD-ROM was announced. That commitment took place nearly one year ago.

However, Micronet understood that the new system, while more powerful, would possess new challenges for the developers now

One of the first MEGA-CD games that will come out - Heavy Nova by Micronet of Japan.

(Continued on page 44)

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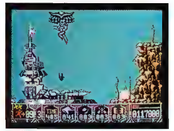
This is power.
This is control.
This is graphic.
This is energy.

This is Ballistic.™
A new line of games.

High-end games.
Created to redefine

THIS IS STAR CONTROL.™ The first 12 megabit game. In a word *GamePro* calls it "fantastic." *Game Players* says "Even more impressive than the size of the game, though, is the game itself." Star Control is the perfect balance of interstellar combat and strategy, placing you as the ultimate starship warrior—fighting in a galactic war of epic proportions.

Explosive combat in the 27th century.


The full-metal dude with an attitude.

THIS IS TURRICAN.™ The most destructive force since RoboCop™ and Terminator.™ In your Chromidium armor, you challenge evil with the most devastating arsenal of firepower in the galaxy. *Mega Play* calls it "the ultimate action game for Genesis. There's a huge variety of weapons and techniques you must master to beat this challenging and great playing cart…I love this game!"

AND IT'S A WHOLE NEW WAY TO PLAY.

the boundaries of graphics, sound, animation and playability. Five new titles. Five new ways to experience everything your Sega® Genesis® system was meant to be.

THIS IS HARDBALL!™ The first eight megabit baseball game. The best selling baseball simulation of all-time. *Mega Play* calls it "a phenomenal baseball game for the Genesis. It offers everything you could ask for in a baseball game and more. Superb graphics." HardBall! puts you in control of 26 big league rosters in an action-packed quest for a World Series ring.

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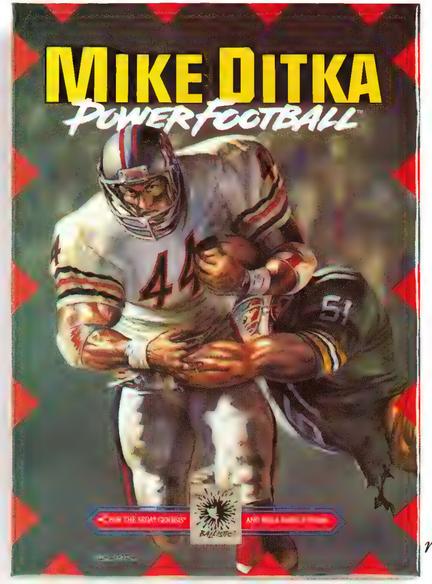
THIS IS MIKE DITKA POWER FOOTBALL.™

The first eight megabit football game. The only 100% brand new football game coming out this season for the Genesis. Bigger and badder than anything the competition can muster. Better graphics. Better animation. Better music and sounds—including the digitized voice of Jim Tunney, 31-year veteran NFL referee. Chicago Bears head coach "Iron" Mike Ditka says it best: "This game kicks butt and takes names."



No other football game can touch it.

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BALLISTIC™

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(Continued from page 37)

program for this new format. Having seen the preliminary specs on the MEGA-CD-ROM, chief programmer Mr. Isao Nakasugi realized that, with the advanced capabilities of biaxial rotation, scaling and zoom, learning how to program the MEGA-CD-ROM was going to be difficult. Add to that, the fact that Sega hadn't finalized the specs or provided a development system. Sega's best recommendations on how Micronet could proceed was to treat the game as a high memory cartridge and, when the development system became available, the digital audio and effects could be added later.

HEAVY NOVA CD

With a solid commitment behind CD-ROM, Mr. Nakasugi started on the game design. Inspired by the computer version of Prince of Persia, Mr. Nakasugi aimed for the same style of fluid animation and smooth scrolling that Persia boasted. Since the method of creating this type of special effect (rotation, scaling etc.) was not available, (Sega had not decided on the amount of internal CD-ROM memory until just before the system's unveiling at the Tokyo Toy Show in June) Mr. Nakasugi set out to make a more conventional type of game but with more attention paid to accomplishing the ultra smooth animation. Not content to just make another side scrolling shooter (which isn't as popular in Japan as it is in America), Mr. Nakasugi set out to add extra features that would make the game special and

The MEGA-CD-ROM will take both a cartridge and CD.

different from the rest. With extra memory available, he decided to add a two player 'battle' mode that not only would add more variety but, by bringing in two players, his Heavy Nova title would become a game that players would want to share with their friends even after they beat the standard adventure.

Having decided on the format, Mr. Nakasugi set out to work on smoothing out the character animations in Heavy Nova. In normal cart games, where programmers must work with a limited amount of

The all important audio portion of the CD games are first recorded on Digital Audio Tape (DAT) and then converted to CD with this development system interface.

memory, the on-screen character moves along by just 'sliding' his feet forward and backwards. When this technique is 'printed' on the screen fast enough it gives the illusion of walking. In Heavy Nova the on-screen character actually picks up his feet and walks like we do. The result is a very dramatic difference in the way on-screen characters animate and interact. Also, extra attention was given to the multi-levels of parallax scrolling that serves as a backdrop to the action.

The audio portion of the game has been created, from the start, in

The headquarters of Micronet of Japan, where the Heavy Nova game was developed for CD-ROM!

true digital format as well since memory is not a problem with CD games. A total of 15 full length soundtracks were created, with Mr. Nakasugi himself responsible for six of the soundtracks and the Studio River Kids (a popular group in Japan) supplying the remaining nine tracks. All were recorded directly to Digital Audio Tape and converted to CD format through the new Sega CD development system. The result is background music of such high quality that it has to be heard to be believed!

Now, 8 months after the initial programming began, Heavy Nova is finished and in Sega's hands for approval. Judging from the comments of the editors of all the Japanese game magazines in attendance during the CD's unveiling, Heavy Nova will be one of the 'hottest' new games.

But this intense CD-ROM game will only be seen by game players in Japan. Fortunately, Micronet's U.S. subsidiary - Bignet (headed up by Mr. Kyozo Okazawa), will be converting the exceptional Heavy Nova adventure and converting it into an 8 Meg cartridge game for December release here in the America. Even without the digital audio, the graphics, animation and game play of this super cart are of such high quality that it truly stands out from the crowd. With plenty of action and challenge, Heavy Nova the cartridge is sure to capture as large of an audience here as the CD-ROM title will in Japan!

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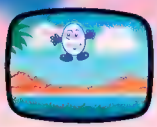

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SEGA AND MICRONET GIVE EGM EXCLUSIVE LOOK AT THE FIRST PRODUCTION MEGA-CD-ROM AND GAMES

On September 6, 1991, Sega, in conjunction with Micronet of Japan, debuted the world's first production Mega CD-ROM drive to the key editorial press. Also on display for editorial evaluation was one of the first CD games, Heavy Nova from Micronet.

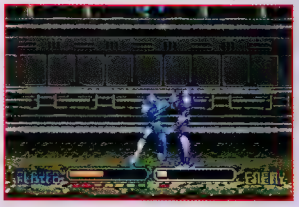
For this monumental event, only twelve magazines and several newspapers were invited to attend. From Japan, the magazines included: Megadrive Beep, Famicom Sushin, The Super Famicom, Megadrive Fan, Hippon Super, GameBoy, Popcom, Login, OH! X and Comptique. Taiwan Electronic Entertainment also attended and from the U.S. EGM stood as the only representative to be invited. A spokesperson stated "...we feel that the best way to demonstrate the amazing performance of the MEGA-CD-ROM was to invite the editorial staff of the main magazines of the world and to have them try the product out first hand." When questioned further, he stated that "...Electronic Gaming Monthly, because it is the only United States magazine that covers international hardware and software, was the logical choice to represent that country..."

From Sega, Mr. Kazutaka Yano, Manager of CP Planning and Control Division, brought the first Mega CD-ROM (serial Number 001). Mr. Akihiko Murakami, President of Micronet of Japan, provided his company's Heavy Nova game. The press conference was held in Sapporo, Japan.

Mr. Kazutaka Yano of Sega demonstrates the new MEGA-CD-ROM.

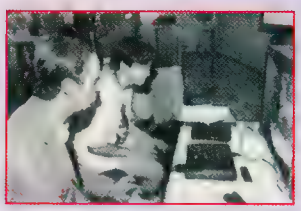
The options select screen on the production MEGA-CD-ROM.

Now that the MEGA-CD-ROM is in production with an on-sale date in Japan of December 2, 1991 plus or minus one week) Sega is now talking price. While still tentative, the unit is currently scheduled to be 49,800 yen (about $370). As typical with most Japanese video game hardware, there will not be a game packaged with the MEGA-CD-ROM. On or around the December 2nd date though, several companies are planning to have CD software available. Micronet will have Heavy Nova; Wolf Team will be showing Earnest Evans and Faria while Hot-B hopes to have Detonator Organ. Sega's own projects - Sim Earth, Dark Wizard and 3x3 Eyes:Devil Legend, are in various stages of development and haven't been given official in-store dates. At least one, probably Sim Earth, would have to be available by the time the hardware gets in the stores. Some licensees are expressing concern about getting software out this year because MEGA-CD development systems have not been available until just recently. To compensate for this, some companies began development of their first games in 8 megabit cartridge format and are planning to add the audio portion of the game when the CD development system becomes available. At that time they will quickly add CD soundtracks and voice to fill up the game disc.



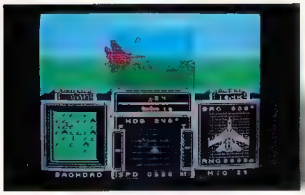
Heavy Nova by Micronet will be one of the first MEGA-CD-ROM games to come out!

Also, since CD's are a new format for Sega, it is quite possible that there may be delays in getting a pressing plant lined up to stamp out the new games by December.



EGM makes the news in Japan! In this photo, reprinted from a newspaper covering the event - EGM Editor Ed Semrad, goes head to head against the Editor of Hippon Super on the new CD-ROM game Heavy Nova.

F-15 STRIKE EAGLE™



"Major Wild Bill" Stealey, President of MicroProse.

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  - Destroy chemical weapons plants
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  - Dodge incoming enemy missiles
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CIRCLE #138 ON READER SERVICE CARD.

(Continued from page 46)

But how does the MEGA-CD-ROM work? And does it really perform as well as promised?

From using the unit firsthand, it can be said that the MEGA-CD-ROM is everything that it was hyped up to be. The most important feature that jumps out is the absence of buttons or switches on the MEGA-CD-ROM system. All that graces its surface are a number of lights that highlight the status of the unit. Everything is menu driven from the software. Once connected to the Mega Drive/Genesis the CD-ROM turns on automatically when you turn on the power to the main system. If there isn't a cartridge or disc in the system the MEGA-CD logo comes on the screen. This logo then starts rotating, twisting and turning around it's axis so fast that just watching it put the hardware through its paces would convince an unbeliever that this is 'power'.

Logo aside, push any button on the controller and the main menu screen comes up. Only through this special screen can you start games or even open the front loading drawer on the console!

Quickly moving the control pad left or right, a special hand icon can be controlled on-screen to select various options. Put the hand on the 'Open' icon and the CD door opens wide. Put in a music disc and you can play your tunes with all the options you'd normally find on a CD including Random, Repeat, Auto Search, Manual Search etc. There even is a CDG icon for that new format.

Sega's new MEGA-CD-ROM. On sale in Japan on December 2, 1991.

Mr. Yano (Sega) and Mr. Murakami (Micronet) watch as the magazine editors test out and comment on the new system and software.

But we're not here to play music, it's game time this editor was after! With a game in the unit, a simple tap 'To Game' puts the action in motion!

How is the game play? While it still is in the prototype stage and Micronet states that the normal 'fine tuning' has yet to be done, Heavy Nova is an excellent example of the new generation of Genesis games. Featuring huge on-screen characters and even larger end of level Bosses, Heavy Nova takes action games to a new plateau. Extremely detailed backgrounds, multi-levels of parallax scrolling, and very smooth character animations are but a few of the notable improvements over the current crop of Genesis softs.

The audio is sterling and absolutely second to none! Now, with gigabits of memory on the CD, a total of 15 complete, full-length, music soundtracks will be incorporated into Heavy Nova! All, duplicated with the precision of a standard CD. Listening to the music while playing the game was a real experience that put the Mega CD in a league all its own!

Throughout the demonstration, Mr. Yano of Sega and Mr. Murakami of Micronet quietly watched and waited for the comments from all of the magazine editors. A lot was riding on this test for a "no confidence" vote could have a tremendous impact on the system's potential. The result, as expected, was a unanimous 'thumbs up' for the new MEGA-CD-ROM!

ATARI BEGINS WORK ON JAGUAR 64-BIT GAMES!

Despite wild rumors concerning the future of Atari Corporation's upcoming 64-Bit feline super system the Jaguar, Electronic Gaming Monthly has managed to get some of the specifics of the machine out of the company's top-secret files!

First and foremost, the hardware, which is being developed for Atari by an outside source, is still being refined before initial programming begins. The unit will boast a powerful combination of graphics, sounds and computing speed that will, theoretically, make it the most powerful home video game system ever developed!

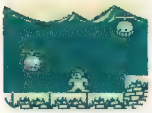
The most important new features that EGM has uncovered, however, reveal that the system will be positioned as much more than your typical game system. Atari has apparently set its sights on creating a new video game-computer hybrid that will function in both capacities while accepting a variety of storage mediums ranging from conventional carts and disks to CD-ROM and VHS video tape!

While the potential success of video game-computer units is questionable at best, the revolutionary new processor being employed by the Jaguar (which isn't really a 64-Bit configuration but a dual 32-Bit processor zipping along at 16MHz) is a step above those used in similar efforts. And although many have reported that the hardware shares much in common with the previously axed Panther, Atari sources indicate that the new machine is totally unique.

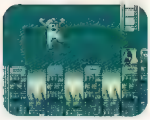
64-BIT SUPER SYSTEM!!

MegaMan to go.

When the stompin' cyclops springs into action, you better step on it



The swooping copterheads just might be your greatest challenge yet



If the giant fan is blowing, only a ledge jump will save you from the spikes

Dr. Wily's most challenging robot masters will be there when you pump up the GameBoy. And knowing the maniac he is, he's probably concocted a new one or two. Can you survive the eight empires before you break into Dr. Wily's lab? Well, if you've experienced MegaMan before, you know it's no day at the beach. But good reason to get going on MegaMan in Dr. Wily's Revenge. Now.

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CIRCLE #139 ON READER SERVICE CARD.

Welcome to DecapAttack,™ the new game for Sega™ Genesis™ starring Chuck D. Head, who demolishes his enemies with just a toss of his head.

Chuck is trying to reunite the seven parts of Eyeland that were blown apart by the mad and ruthless Dr. Frank N. Stein. But first, he and his head will have to come face to face with some of the doctor's most fiendish creations—creatures like Chuck Roast, Biojaw and Snojoe.

Chuck can lose a ghoul by leaping across a collapsing log bridge. Hop aboard a roving eye to escape vicious werewolves. Bounce over horned beasts with a flagpole. And gain extra propulsion by punching a skull head.

SEGA GENESIS

In a jam, he can always use his other head. The one in his chest that lunges out to chomp anything in its path, instantly turning attacking totem poles into piles of toothpicks.

Everyone knows that two heads are better than one. But in this game, you've got three heads—counting your own, of course. That's enough to give the demented Doctor more than a few headaches himself.

Leading the 16-bit revolution.™

To win at this game, you'

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ve got to use your head.

CIRCLE #107 ON READER SERVICE CARD.

INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

SHINING FORCE • RENT-A-COP • TECMO CUP • HYPER ATTAX • PLUS MORE FOR MEGA CD-ROM!

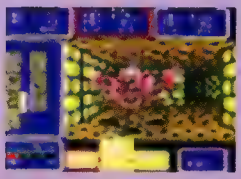
Climax/Mega Drive
SHINING FORCE

In the sequel to Shining in the Darkness you must set out on yet another quest rendered in fantastic first-person perspective graphics and solve an adventure loaded with riddles and danger. The battle scenes in Shining Force take the basic look and feel of Darkness and improve upon them with superb animation and cool backdrops which add to the depth of play. All of the features from your basic RPG are here, but in addition Force also possesses a number of elements usually found in simulation games.

The action takes place several hundred years *before* the first installment, on the remote island of Loon. This land is east of the setting that served as the focal point for Darkness, but despite the change in location the challenges remain the same. Somewhere on the island, a false god's treasure is hidden that myth says can turn a mortal man into either a god or a devil! Opposing you is an evil army that has invaded the island in an effort to seize the hidden treasure and use its power for their own diabolical cause.

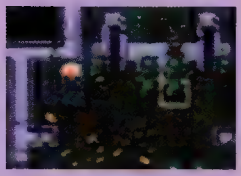
It's now your mission to defend the island from these renegades using the power of the Loon people and the incredible and mysterious power within the Shining Force!

More detailed graphics, and well executed battle scenes are just some of the many new features in this masterful sequel. With basic RPG functions and strategy overtones, this 12-Meg super cart highlights some of the hottest role-playing ever!



Multiple attack windows!

Detailed settings!



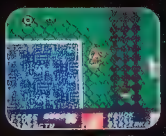
Multiple perspectives!

WOLVERINE™

IN AN X-MEN® MEGA-BATTLE VS. SABRETOOTH™ AND MAGNETO™!

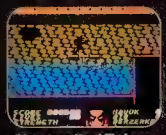
Stranded on a deserted island by his arch enemies, Wolverine must now fight the battle of his life! Mutant powers, including regenerative healing abilities, an Adamantium skeleton and retractable razor sharp claws make Wolverine a terrifying adversary...but has he finally met his match against Sabretooth and the evil genius, Magneto? In the heat of battle, fellow X-Men® Havok™, Jubilee™ and Psylocke™ help even out the score.

Prepare for the most exciting and unpredictable X-Men adventure of them all!



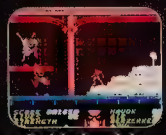
Unleash your deadly Adamantium claws when the going gets rough!

Psylocke's device enables you to call Havok when your energy is low.



Your aquatic skills keep the enemy at bay...until your air runs out.

Penetrate the impenetrable Fortress in your search for Sabretooth!



Don't be drawn in by Magneto's magnetic metal heads!

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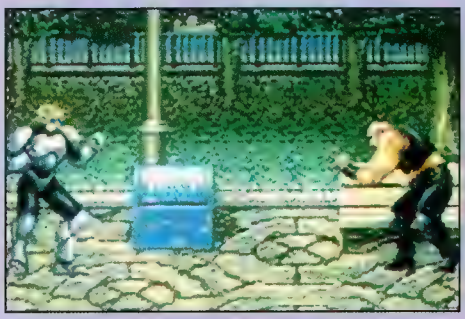
Wolverine™, Sabretooth™, Magneto™, Havok™, Psylocke™, Jubilee™ and X-Men® are registered trademarks of Marvel Entertainment Group, Inc. and are produced under license of Marvel Entertainment Group, Inc. ©1991 Marvel Entertainment Group, Inc. All rights reserved. Nintendo®, Nintendo Entertainment System® and the official seals are trademarks of Nintendo of America Inc. LJN® is a registered trademark of LJN, Ltd. All rights reserved. © 1991 LJN, Ltd. All rights reserved.

CIRCLE #150 ON READER SERVICE CARD.

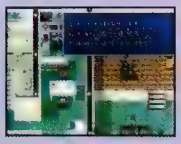
Hot-B/Mega Drive
RENT A HERO

This game is a unique combination of hard-hitting action and well-planned strategy. You must plot your attack on the surrounding area via an overhead location map and follow-through with your mission by fighting past a cast of crazed thugs and mutant monsters intent on getting in your way.



Side view battle scenes with large characters!

Along the way towards each of the individual goals, you must retrieve a number of special items that provide your on-screen character with the usual variety of enhancements and power-ups. Together with some truly superior graphics and sounds, Rent-A-Hero provides an interesting twist on the usual side-scrolling action game and, in the process, dishes up some exciting concepts.

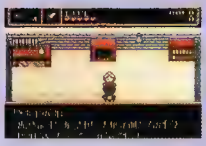


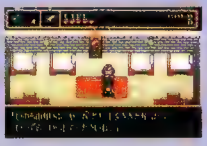
Top view map scenes. Find your way and pick new battlefields.

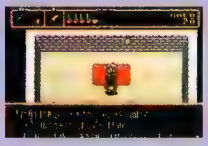
Check this guy out! Just one of many strange creatures.

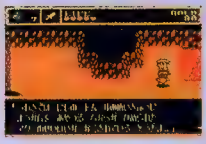
Hudson/PC Engine
NEUTOPIA 2

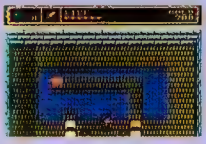
Hot on the heels of the original Neutopia, Hudson will soon offer the sequel, complete with a similar perspective and an all-new quest. As a small but brave adventurer on a mission to retrieve the kidnapped maiden, you must build up your powers by collecting the various items that are encountered during your adventure. Like the first game, which was very similar to Legend of Zelda for the NES, you must hunt for specific items that are necessary in later parts of the game to overcome future obstacles. Lively graphics and a nice adventure throughout this action/RPG package.

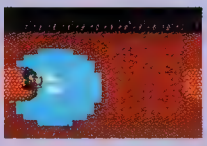












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RAIDEN TRAD™

8 MEGA-BIT MEMORY

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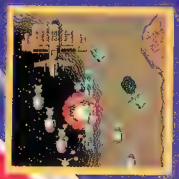
Continuously dominating No-1 popularity long after debut at arcades!

A.D.2090

The world is attacked by aliens from outer space. The world has united forces which fight back fiercely. Top world scientists have analyzed wreckage of enemy planes shot down, and created a supersonic fighter bomb called "Raiden".

However, since these aircrafts are so technically sophisticated, there is only one pilot in the entire world who is able to handle it.

The Raiden is just about to take off, and the entire world is now depending on this Raiden!



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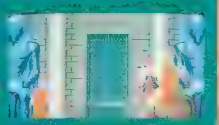

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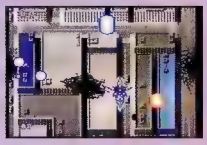
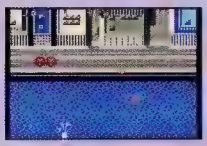
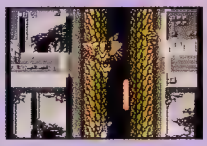
CIRCLE #175 ON READER SERVICE CARD

Konami/Famicom
CRISIS FORCE

Yes, a new Konami shooter is coming for the Famicom. Unlike earlier Konami blasters like Gradius, this title uses a slightly different play mechanic. Change is always welcome, however, and what a change it is. With parallax scrolling, and layered backgrounds, this cart literally goes where no cart has gone before! Power-up and become a huge, unstoppable fighting machine!

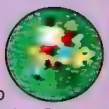


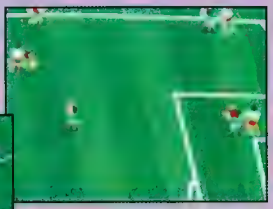


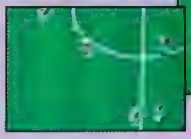


Tecmo/Mega Drive
TECMO CUP

Following in the tradition of Tecmo Bowl and Tecmo Super Bowl, Tecmo changes its attention to a new sport for their latest video game entry. Tecmo Cup also represents Tecmo's first foray onto the Sega 16-Bitter, with hot soccer action for the Sega Mega Drive. Run, head butt, and kick your way to a goal and win the game! Alone or with a friend, Tecmo Cup looks like it has potential!



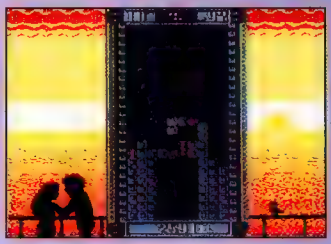


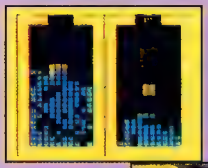


Multiple players are used in the new Tecmo Cup!

Elorg/Famicom
TETRIS 2

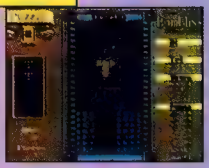
It had to happen and now, thanks to the programming wizards of Russia (not to mention glasnost) the world has Tetris 2, subtitled BomBliss. Tetris 2, while retaining the block-tossing fun of the original, features new games as well as two-player options! Part two also introduces new backgrounds and new play options ranging from cooperative to competitive two-player options that make the game even more fun to play! Great for beginners and die hard Tetris players alike!

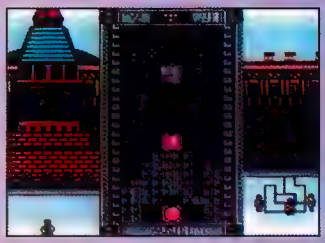




Tetris 2 - BomBliss features head-to-head play!

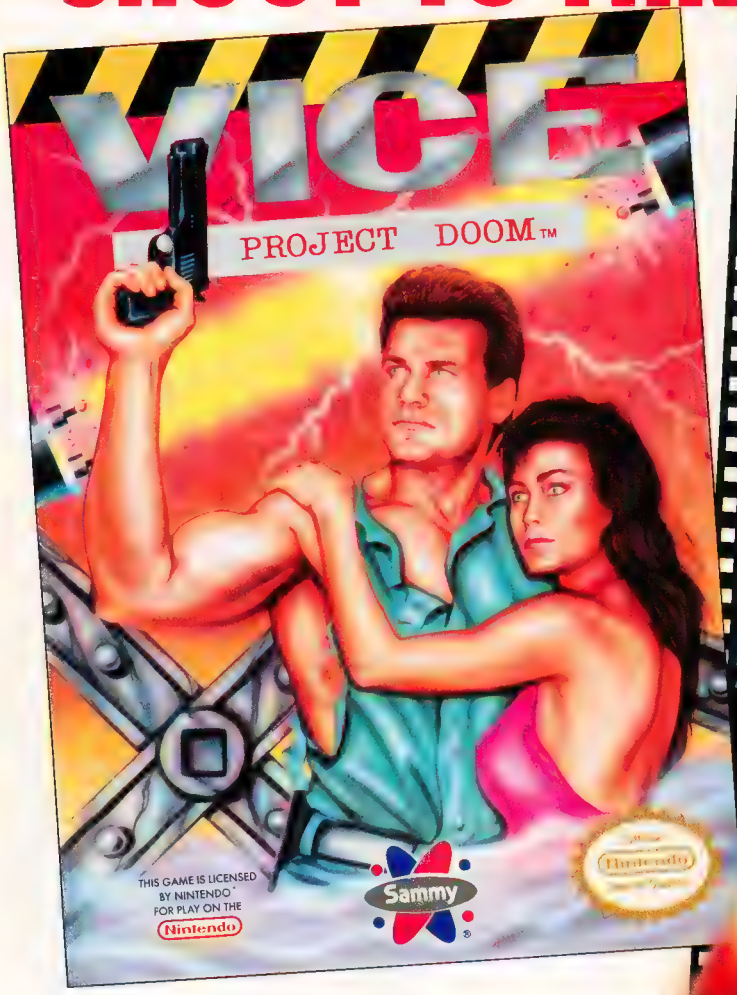
New graphics and special games add to Tetris 2!

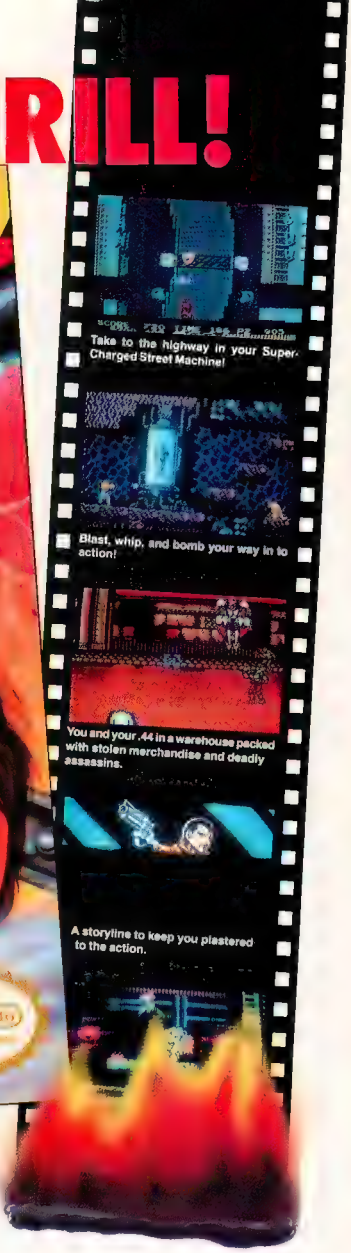




This new game features special backgrounds that appear as you progress - just like the original PC and Sega 16-Bit versions!

SHOOT TO THRILL!





Vice officer Quinn Hart is on an assignment unlike anything he's ever seen! Weird bodies are turning up dead, top secret weaponry is missing, and organized crime is at an all time high. But Hart's up against something more than the Mob, street gangs, or even hostile terrorists.
A new force has risen and Hart finds himself plunged into a conspiracy of terror!!

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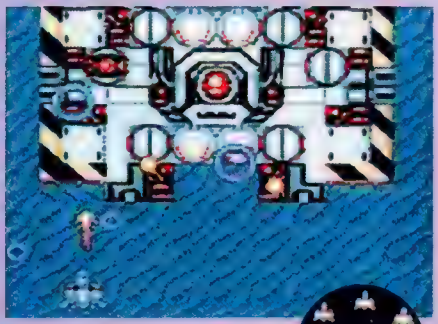
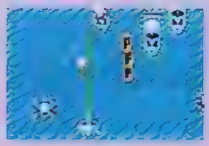
CIRCLE #118 ON READER SERVICE CARD.

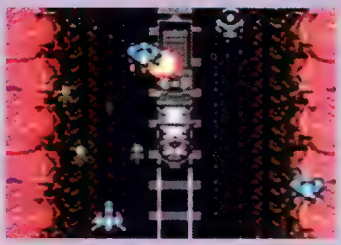
Compile/Game Gear
GG ALESTE

MUSHA is here for the Game Gear! Following in the footsteps of it's big brother, GG Aleste gives you the same variety of game play and power-ups, only on the tiny Game Gear screen. You are a lone soldier in your Metallic Uniframe Super Hybrid Armor. It's up to you to stop the advance of a deadly alien race and prevent the invasion of the Earth. Blast to the core of their computer empire, and destroy the evil Emperor!



Great graphics abound in this sterling translation of the 16-Bit Genesis super hit! All the action and energy of the original in the palm of your hand!

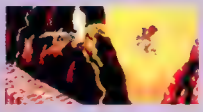


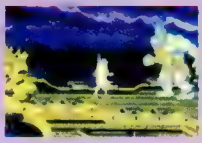


The ultimate in vertical scrolling shooters for the Game Gear!

Mega Drive
DAHNA

Mix the best from the action-adventure genre with a "War of the Monsters" theme and you get Dahna, a very unique new game for the Sega 16-Bit. Use your sword, spear, and morning star to stop evil creatures. With highly detailed graphics, and a hardcore hack and slash theme show promise!





Mega Drive
KABUKI

Remember when you trashed the enemy with your whip of long hair? Well, you get to do it all over again on the Mega Drive. This time Kabuki attacks in much greater detail thanks to the system's 16-Bit graphics. All new levels, bigger characters, and great original Bosses equipped with new techniques make this Kabuki a winner!

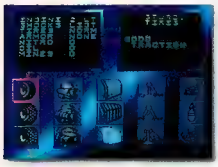
Attack with your super 'do!

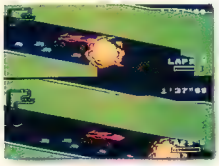
Giant Bosses fill the game!

MUD AND GUTS.

Get in. Fire it up. And then hang on. You're in control of the ride of your life!

Engines scream as the monster truck flies into the lead. All four racers spill over the dirt hill and slam onto the asphalt surface. Pushing past the pack in true dune buggy style, the Sandrail hits an ice patch and skids off the track. The Eurocar crashes through the open hole, but not before dropping off a few mines to slow down any slip-streamers.





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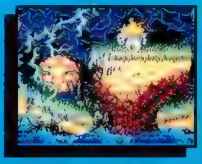
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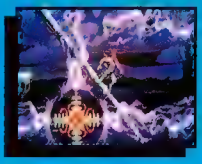
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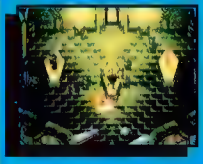
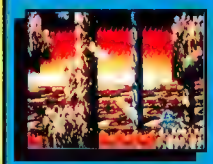

Devil Crash (M/D)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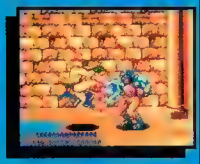
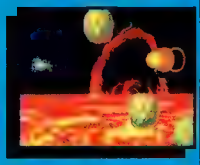
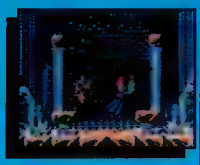

Fighting Masters (M/D)


Space Ship Gomola (M/D)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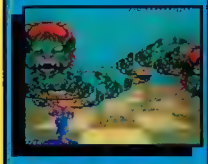
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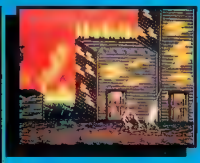
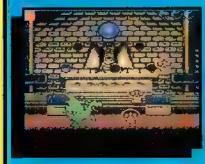
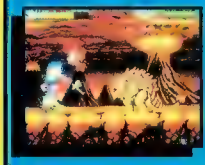

Dahna (M/D)


Dragon Egg (PC)

Valis IV (PC-CD)

Rolling Thunder II (M/D)


Joe & Mac (SFC)

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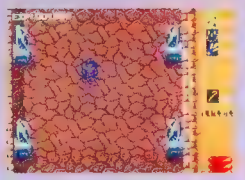
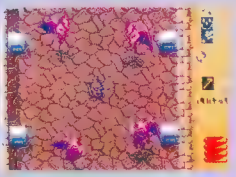
Was/Mega Drive
TWINKLE TALE

This game may look like an RPG, but upon closer investigation it holds much more in common with action-shooters like Elemental Master.

You are a small magician who is endowed with a powerful and magical cane. The cane does have limited uses, but used properly it can obliterate anything that stands in your way! As you fight through each level of play, you must watch for falling rocks and earthquakes. You must also contend with a varied cast of creatures that inhabit the lands as you move to discover the meaning of your quest! Detailed graphics and wild Bosses help contribute to this cart.





Wolf Team/Mega Drive
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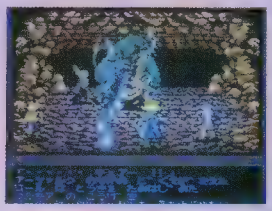

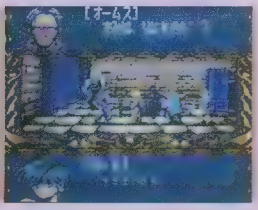

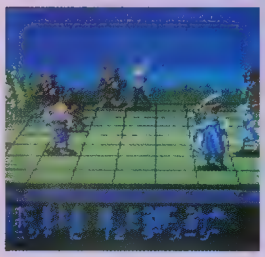

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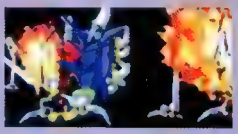
MEGA CD-ROM
HYPER ATTAX

With development of Sega Mega CD-ROM titles just now getting into full swing, our editorial ambassadors in Japan are getting the first sneak peeks at some of the hottest Sega 16-Bit games ever. One of the early entries that will be available for play on Sega's new super system in Hyper Attax!

The full screen intermissions utilize detailed animations as well as music and voice effects!

An incredible blend of action and adventure, Hyper Attax promises to deliver not only some of the most intense first-person shooting action (using the Mega CD's incredible scaling abilities) but also employs super cool intermissions complete with music and voice. Now in pre-production, Hyper Attax looks good!

The intermissions are incredibly detailed!



Hyper Attax uses scaling throughout!

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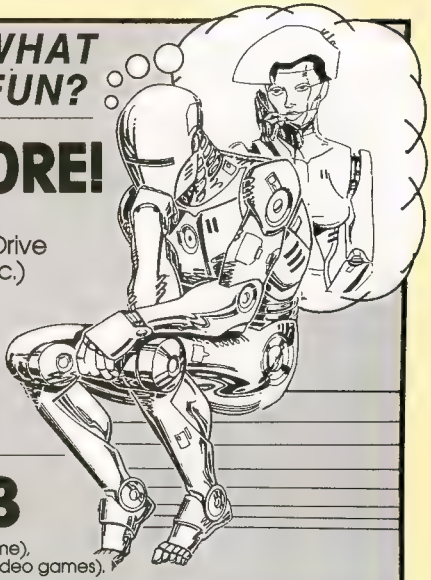

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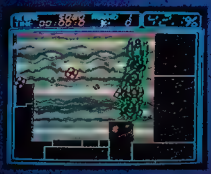

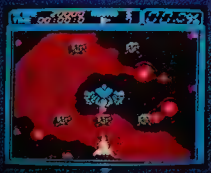

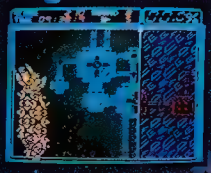

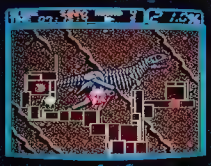

As the long journey through space concluded, the spaceship Monotros was returning home unscathed. The tired crew was anxious to return to the mother star, Volfied.

But . . . an unknown alien force had already been there. Shocked and confused, the Monotros crew saw Volfied had been completely annihilated. A life scan of the mother star indicated that the entire population had been terminated.

A desperate Monotros crew orbited Volfied for a final time. Suddenly a glimmer of hope emerged. An S.O.S. signal was being transmitted from deep below the surface where the aliens now reigned. There are survivors! Fighters report to briefing!

"Intelligence reports inform us that the enemy has formed a defense squadron containing three levels of fighters. There are sixteen zones that are in enemy hands. Each zone contains a force led by a commander that has orders to fight to the death. You must eliminate the commander and salvage as much of each zone as possible!"

"Monotros will be able to provide a safety force field on the perimeter of each zone. As fighters, your job is to extend the force field and eliminate the enemy. Be sure to watch your timers and your back! The enemy strikes quickly. Be on the lookout for special weapons that may be found and used to your advantage. Engage the rescue mission and save the survivors of Monotros!"

SEGA GENESIS 16-BIT CARTRIDGE

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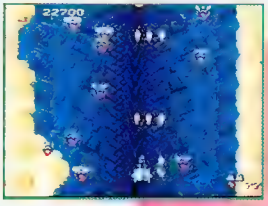
THE SUPER FAMICOM TIMES

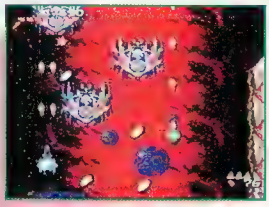
SUPER ALESTE

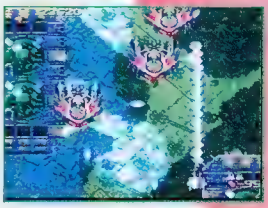
8 MEG | TOHO | 1992

BLAST THROUGH THE MUTANT BACTERIA!

This sequel to the popular Mega Drive shooter Aleste features enhanced graphics and a superior soundtrack with digitized music and sound effects. The game play features a wide variety of different weapons that can be selected to power-up your ship. There is also a special feature that lets you adjust the shot control patterns. This provides more control of your firepower and makes destroying the end Bosses easier. The graphics are truly some of the best to be seen in a Super Famicom shooter. Boasting layer upon layer of parallax scrolling and tons of enemies simultaneously attacking, this cart should prove to be one of the most intense shooters ever made for Nintendo's 16-Bitter! The music is also on a masterpiece level with multiple tracks for each round. Toho's initial effort for the Super Fami, Super Aleste shows this company is on the right path.

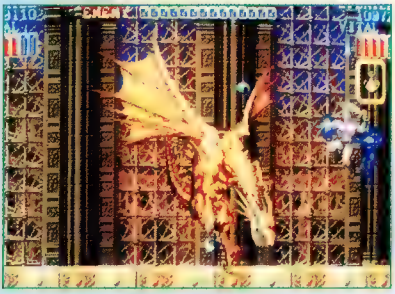






MAGIC SWORD

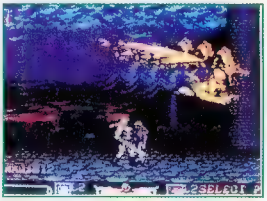
8 MEG | CAPCOM | 1992



Choose either a male or female warrior at the beginning of play!

TAKE THE SWORD OF VICTORY!

Capcom is bringing their arcade smash, Magic Sword, to the Super Famicom. You choose between either a male warrior who wields an axe or the female warrior who is skilled with the sword. Travel through a ravaged land, destroying monsters and other foes as you try to make it to the castle of the main Boss. Along the way you can free captured characters that will join you on your adventure. Not only do you receive extra help, but also the extra firepower needed to complete this excellent arcade translation.

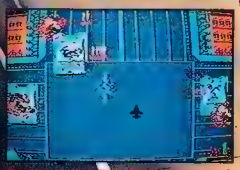


TASK FORCE

TOP GUNNIN' HARRIER EX™

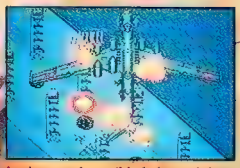
OFFICIAL SEGA GENESIS SEAL OF QUALITY

ARMED TO THE TEETH WITH 8 MEGS OF FURIOUS FIGHTING POWER!



Duck and dive [illegible] armored platoon [illegible]

Your Harrier [illegible] at low-level combat!



Lock-on and gun this behemoth into the ground!

Slip-up, and he'll make you a statistic!

TRECO [illegible] St., D-204, Torrance, CA 90501 (213) 782-6960 • Fax: (213) 320-2597

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XARDION

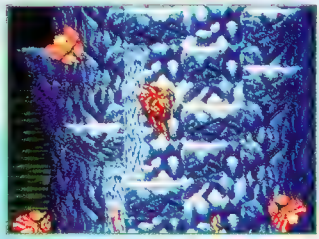
8 MEG ASMIK DECEMBER 1991

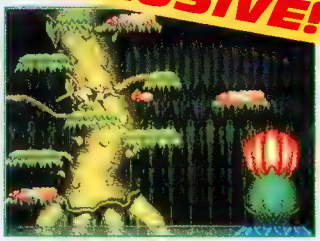
EGM EXCLUSIVE!!

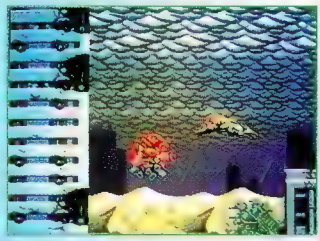
TRANSFORM!

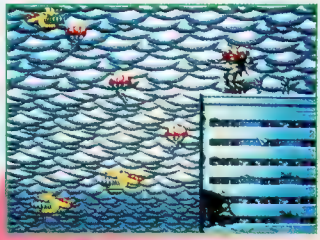
This new action cart from Asmik boasts great graphics and interesting game play unique to the Super Famicom. You can choose from a variety of different robots that utilize advanced weaponry to get the point across. With a odd assortment of obstacles in your way, you must battle through different levels ranging from steamy jungles and eerie caverns to icy mountains and huge skyscrapers.

Each of the Xardion robots has special abilities allowing it to transform into powerful weapons capable of destroying the enemy. They can also use a variety of different weapons located throughout each round. Xardion has incredible graphics and super play from start to finish - soon for the Super NES!

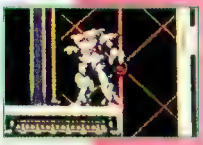


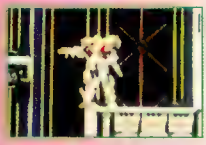






There are many different robots that the Xardion force can choose from!



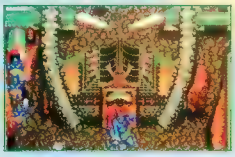


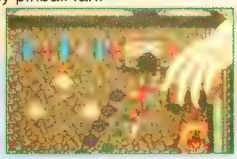
SUPER PINBALL

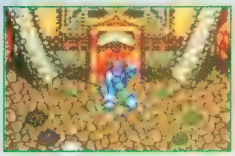
4 MEG NAXAT 1992

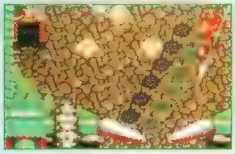
PINBALL ACTION - 16-BIT STYLE!

Naxat is bringing full-out pinball action to the Nintendo Super Famicom! This new cart boasts unique play as well as some interesting game play you're not likely to find in the silver-ball tables in the arcades! With incredible background settings and targets that include monsters, Super Pinball should be a hit with any pinball fan!







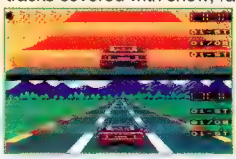


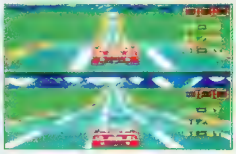
TOP RACER

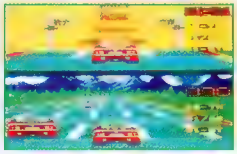
4 MEG KEMCO DECEMBER 1991

GENTLEMEN, START YOUR ENGINES!

This new driving game offers split screen 2 player simultaneous action - a first for the Super NES! There are 20 different cars to chose from, each with different acceleration and overall abilities. Choose between an automatic or 5 speed transmission as you race across eight different tracks covered with snow, rain and even darkness!







CADASH™

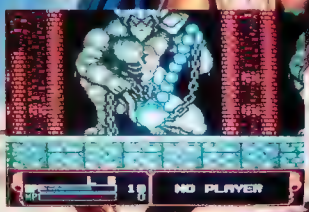
1 or 2 Player Action!
4 Different Characters!

Arise brave warriors, your skill is about to be tested! Baarogue the Destroyer has captured lovely princess Sarasa, and it is up to you to rescue her and defeat him.

Overwhelmed? Fear not, for this quest allows two brave souls to venture forth simultaneously via the TurboTap®!

Hurry, for Baarogue's power grows by the second and soon no one will be able to halt his advance!

The hit Taito arcade game is now available exclusively for the TurboGrafx™-16!



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CIRCLE #208 ON READER SERVICE CARD.

NEXT WAVE

NEW SOFT NEWS

Tons of new products are coming at you soon! From the S-NES you can expect to see NCAA Basketball from HAL America; Super Off Road, Jack Nicklaus Golf and Super Battletoads by Tradewest; as well as Xardion from Asmik and Test Drive by Ballistics.

The NES is alive and well too, as new games continue to flood onto shelves. Blue Marlin, the sequel to Black Bass, will arrive soon from Hot-B as will Danny Sullivan's Indy Heat from Tradewest and Bio Force Ape from Seta.

Genesis owners should also be prepared for some really hot softs that push the 16-Bit technology to its limits. Get ready for Test Drive and Winter Games from Ballistics; Back to the Future from Arena; Zombie High and Beruit Breakout from Electronic Arts; Lemmings from Sunsoft and a new 'art program' called Sega Art Alive from Sega themselves.

And on the GameBoy Absolute will do Turn and Burn while High Tech Expressions has GameBoy versions of Barbie and Tom and Jerry.

TERMINATOR, LEGEND OF THE MYSTICAL NINJA, D-FORCE, DARKWING DUCK, RAIDEN, CHUCK ROCK, IMMORTAL, JOE MONTANA 2, MARIO LEMIEUX HOCKEY, SUPER GOLF, DOUBLE DRAGON 2, BLASTER MASTER BOY, NINJA GAIDEN SHADOW, PRINCE OF PERSIA, BILL AND TED'S EXCELLENT ADVENTURE

MENU

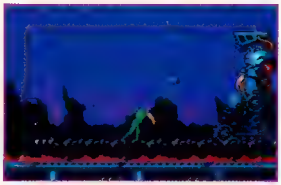
- Nintendo
- Sega
- TurboGrafx
- Genesis
- GameBoy
- Lynx
- Game Gear
- Neo-Geo
- Super NES

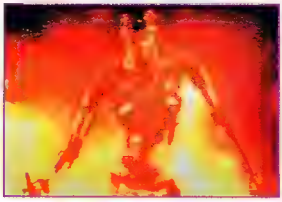
TERMINATOR

Virgin Games/Genesis

EGM EXCLUSIVE!

"I'll be back..." - and this time in 16-Bit! That's right, the killer cyborg from the future will soon smash his way onto your Genesis screen! You are the brave Kyle Reese who has been transported from a future ruled by the sinister machines of Sky-Net to protect the Sarah Conner, the unknowing mother of the resistance leader! Patterned off the movie, you must fight your way into the main fortress of Sky-Net to procure their time traveling equipment and stop Cyberdyne Systems model 101 from striking at Sarah first! Choose from a variety of weaponry and blast your way through multiple time zones to insure that the Sarah, and the future, aren't terminated! Great cinema displays and incredible music round out this 8-Meg monster that lets you live the movie!





Both the game and intermissions feature awesome digitized graphics!

ROBOCOP 2™

He's Back To Protect The Innocent.

This sizzling sequel brings back "The Future of Law Enforcement" to face his greatest challenge ever! ROBOCOP returns to rid the lawless streets of Detroit of the deadly new chemical, "Nuke." In 15 slammin' levels, you'll have the firepower of an entire army battalion — which you're going to need, because when OCP unleases Cain, it's a final struggle of robo-power verses robo-power.

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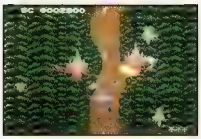
CIRCLE #192 ON READER SERVICE CARD

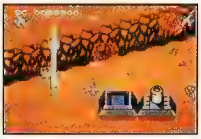
DIMENSION FORCE

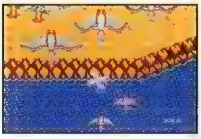
Asmik / Super NES

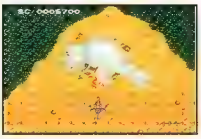
The use of the Super NES's special mode 7 has yet to be used as well as it is in Asmik's new D-Force!

In D-Force you guide a specially designed heli through relentless levels of attacking warships, monsters and even dinosaurs! You even operate in three dimensions with control over your altitude as well as your position on the screen during battle!





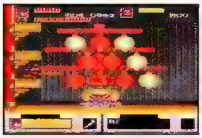


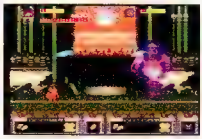


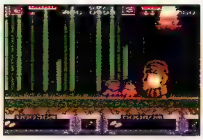
LEGEND OF THE MYSTICAL NINJA

Konami / Super NES

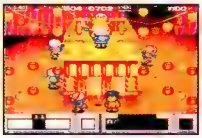
The gaming gurus of Konami have successfully translated this truly impressive cart to the Super NES. Fill the role of a dynamic ninja duo as they take on a whole continent filled with dangers and challenge. Lots of different power-ups and cool Bosses highlight this magnificent title!

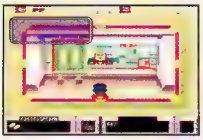






Fight in both side-scrolling screens where you must leap and bounce through the game's many obstacles and tough Boss opponents...





...and in the above-diagonal view where you can explore different towns and go through doorways that lead to even more power!

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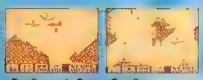
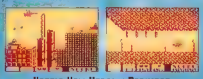


THE ENEMY IS ARMED AND EVERYWHERE.



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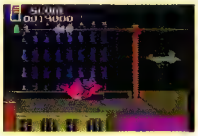
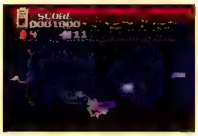
CIRCLE #214 ON READER SERVICE CARD.

DARKWING DUCK

NEC/TurboGrafx

The caped avenger of the latest cartoon serial will soon be coming to the Turbo! The crime league known as FOWL is up to their old and sneaky tricks again and you are the only one that can stop their dastardly plans in this high action game!





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CIRCLE #135 ON READER SERVICE CARD.

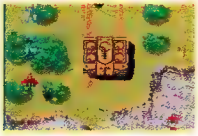
RAIDEN TRAD

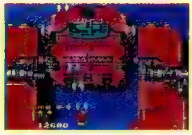
NEC/TurboGrafx

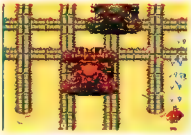
The popular coin-op blaster is now being scaled down into the Turbo's most powerful card configuration yet, a mammoth six-banger that features all of the action and excitement from the quarter-muncher!

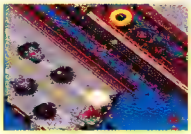
All of the world's forces are being wiped out by an alien force! The Earth has looked to you to defend our planet with an experimental fighter capable of knocking out the enemy armada! You must rely on the missiles, spread beams, and mega lasers to take out all of the aircraft and the heavy artillery that now spans the globe! Additional enhancements, ranging from power-ups to magical faries fill this 6-meg shooter to the top!

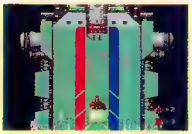
NEC'S FIRST 6 MEGABIT SUPERCARD!

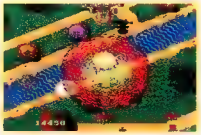


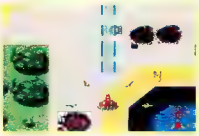








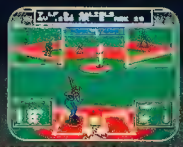




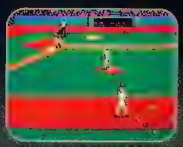
There are different spread-guns, lasers, and bombs that need to be obtained to successfully engage the enemy!

ROGER CLEMENS

FEEL THE HEAT!



FEEL THE HEAT with the best NES™ baseball game!



OVER-THE-SHOULDER-FIELDING: The most realistic perspective ever!

CLOSE-UP PLAYS AT THE BASE: players control the slide and tag.

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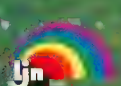
The view is as good as it gets, with true over-the-shoulder perspective, close-ups of the close plays and even pitching tips from The Rocket himself!

If you're looking for NES™ baseball the way it was meant to be played, get Roger Clemens' MVP Baseball™ and feel the heat.

LEAGUE PLAY: can your team go all the way?

CHOOSE YOUR LINEUP: 26 teams with complete rosters and stats.



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CIRCLE #150 ON READER SERVICE CARD.

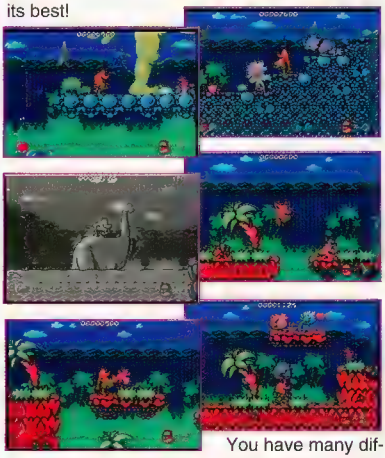
THE IMMORTAL
Electronic Arts/Genesis

If you're ready for some intense blood and guts action 16-Bit style, then The Immortal is your ticket. Make your way through pitfalls, look out for horrors like the giant worm, will 'o wisps, goblins, and other creatures from beyond the undead. Look for an abundance of depth to the game as well as a variety of perspectives that are sure to deliver a nice angle to the action!

The action is set in a close perspective with detailed graphics conveying the gruesome tone of play. From grunts and groans to exploding heads can be found in this unique new cart!

CHUCK ROCK
Virgin Games/Genesis

Back in the days when man was finding out just who he was came along a fellow by the name of Chuck Rock! This bad boy has lost his girlfriend to the clutches of one of the most wicked of all the cavemen and it's up to you to get her back. Use your super strength to help save her by tossing boulders or, if you're in the mood, try some belly-busting stomach attacks! Chuck Rock is prehistoric action at its best!



You have many different styles of attacks. You can pick up boulders to toss or use your huge belly as a deadly form of attack to rid the world of the dangerous dinos!

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CIRCLE #145 ON READER SERVICE CARD.

JOE MONTANA 2
Sega/Genesis

This cart is loaded with more graphic content and even more stats then the original!

The main man named Montana is back for some more16-bit action! Join the 49'ers QB in a rockin' good game of football filled with more plays and variety!

Start off from an angled overhead view of the action and then zoom into the play to see even larger characters and harder hits! Master different play styles to intercept, protect, and score big! Better than the original in almost every way, Joe Montana Football 2 is one of the best sports games we've seen on the Genesis!

Zoom in from an overhead perspective to a close up. Everything becomes more detailed in this new mode of play.

MARIO LEMIEUX HOCKEY
Sega/ Genesis

Loads of intense hockey skills are needed to hack your way to the cup!

The latest in Sega's line of popular sports translations for the Genesis is hockey and the popular Mr. Lemieux is bringing it to you on the 16-Bitter! Pick from the hottest teams in the NHL to compete in a major stick slamming, slashing, and hooking fest filled with some of the hottest graphics you'll ever see in a hockey title! This game combines close-ups shots of specific parts of play (like the face off and the frequent fights that are bound to break out) with a fast-action scrolling contest that features full teams of skaters going toe to toe.

Pick a fight and duke it out to see who goes back into the game and who gets to spend time in the penalty box. The fights are a great addition to the fast-paced hockey action!

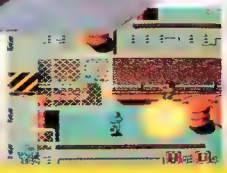
The latest slam-fest, Mario Lemieux Ice hockey, is coming soon so you can hit the ice!

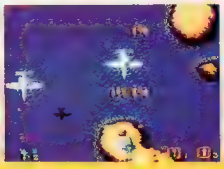
SEGA GENESIS

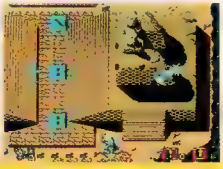
CROSS FIRE

CRASH THEM TO PIECES!

MOST EXCITING GAMES' CROSS FIRE IS NO. 1!!







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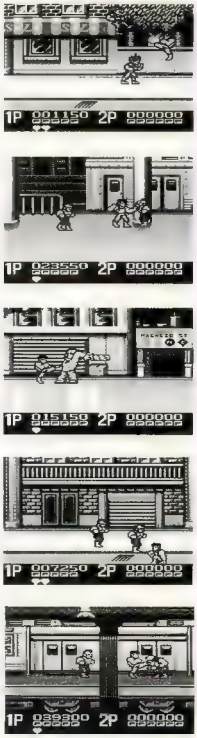
CIRCLE #215 ON READER SERVICE CARD.

DOUBLE DRAGON 2

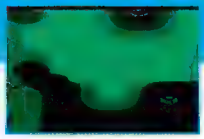
Acclaim/GameBoy

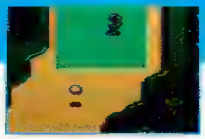
The sequel to Technos' classic arcade game has just made it's debut on the GameBoy! All of the most memorable moves are back in this high action title. Free the streets from the grips of a vicious street gang out for blood and return peace to your neighborhood. Great graphics and multiple levels of challenge round out this superb example of just how good a GameBoy game can be!



GG GOLF

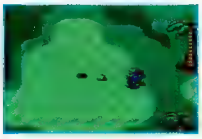
Sage's Creation/Game Gear





Fight your way through a variety of different greens and hazards as you tee off and go for the hole in one!

Sage's is about to load their Game Gear guns once again with a new golf simulation for the Sega portable. Play through a variety of challenging courses as you compete for par against the best in the world! Modify your perspective and clubs in the latest sports title for the color handheld and the first that let's you go for a hole-in-one!



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Golden Axe 2
Galaxy Force
Toki
Super Fantasy Zone
Devils Crush MD
Jewel Master
Shadow of the Beast
Fighting Masters
Ninja Gai Den
BareKnuckles
Out run
Merc's
Mega Trax
F-1 Grand Prix
Street Smart
Sonic Hedgehog
Wrestle War
Alisia Dragon
Marvel Land
Gomola Vapor Trail
Slap Fight
Dino Land
Devil Hunter Yoko

SUPER FAMICOM

Castlevania 4
Xardian
Muysa
Super Ghouls' Ghost
Joe & Mac
Lemmings
Metal Jack
Raiden
Spanky's Quest
Dragon's Eye
Sim Earth
Pro Soccer
Super Tennis
Hyper Zone
Super E.D.F.
Super Aleste
Super Formation Soccer
Dragon Slayer
Jerry Boy
Dimension force
Kunio Kun
F-1 Exhaust
Area 88
Gradius III
Super Contra 4
T.M.N.T. 4
Super R-Type

NEO GEO

Burning Flight
Crossed Swords
Super Baseball 2020
Eight Man
Robo Army
Power Bowl
Fatal Fury
Legend of Success Joe
Basketball
Power Kick
Sen Go Ku
Ninja Combat
Magican's Lord
King of Monster
Super Spy
Cyber Lip
Nam '75
Ghost Pilot
ASO 2
Blues Journey

CIRCLE #216 ON READER SERVICE CARD.

NINJA GAIDEN

Tecmo/GameBoy

EGM EXCLUSIVE!!

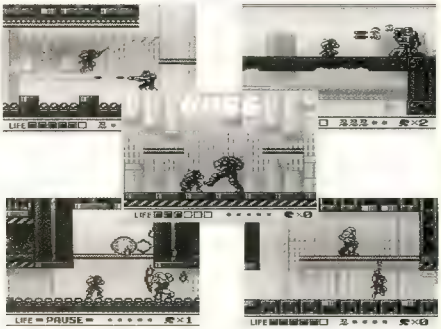
One of the most successful video game titles ever has just been translated to the GameBoy. The warrior Ryu must take on all new forces of evil and defeat them once and for all! You will need to use all of your ninja skills, including a special grappling hook to latch on to the ceilings! Flip onto bars and swing your mighty katanna blade across the deadly foes who seem to attack from every direction! Finally, unleash the power of the ninja magic using your incredible training!

Don't count the enemy out, however, for they have a devastating army of their own! Some characters will wield huge machine guns while others will try to attack you with their destructive flame throwers and giant missiles. Grab your sabres and take on the deadliest forces of them all - the end Bosses that each wield even more firepower! Great graphics and Ninja GaiDen game play combine to make GB GaiDen a top notch effort!

LEVEL 1

In the first level, You'll meet up with missle firing turrets, grenade tossing enemies and many more different characters including a leaping Boss that hangs from the ceiling!

LEVEL 2



Level 2 contains many more nasties like flame throwing creeps, machine gunnin' thugs, and an army with huge flamers and a major additude! The Boss has a little pal that will slow you down.

INCREDIBLE INTERMISSIONS LET THE STORY UNFOLD...

The presence of the many cinema scenes allow the GameBoy to visually plot the storyline! All of the stunning style of the original is back including these super cool pix!

BLASTER MASTER BOY

Sunsoft/GameBoy

The classic cart Blaster Master has been changed and reduced in size to fit perfectly inside the successful GameBoy. You'll need to lay down bombs to uncover hidden items and bonus rooms filled with many different weapons and items. If you get lucky, you'll find statues that will give you special items that normally won't be found during play!

Gauntlet® II, Days Of Thunder,™ Paperboy® 2, Klax,™ And Marble Madness.™

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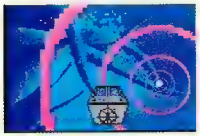
CIRCLE #157 ON READER SERVICE CARD.

BILL AND TEDS' EXCELLENT ADVENTURE

Atari/Lynx

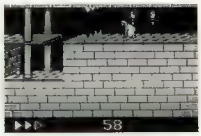
Most Triumphant dude! The big brains have thought up another exciting title to their growing library of Lynx games. Take the role of the most bodacious duo traveling into the past to search through time zones of past to look for items and familiar faces. The overhead perspective of the game compliments the RPG play style. Cinema displays are found all through the game, not to mention the most excellent one's favorite phrases!



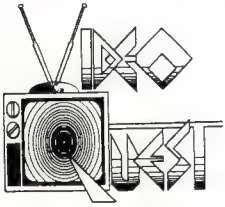
PRINCE OF PERSIA

Virgin/GameBoy

This classic cart is finally coming to the GB! You are cast in the role of a prince who is searching through a high tower to locate a variety of different enhancements! As you race up the stairs to locate higher and even more challenging levels, a number of villains will attempt to stop your progress. The animation of the different characters is top-notch and the depth of play always remains wide and diverse.



WATCH OUT DALLAS



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ISLE LORD ACT/RPG
FARIA ACT/RPG
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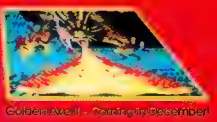
Christmas Looks Hotter Than Ever At . . .

DIE HARD



You Couldn't Get 'Em Faster If You Lived In Japan. Simply The Best In The Business . . . Really!

Alisia Dragoon (MD)

Steel Empire (MD)

Task Force Harrier (MD)

Twinkle Tale (MD)

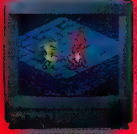
Undead Line (MD)

Detonator Organ (MD-CD)

Woodstock Funky Horror Band (MD-CD)

Quackshot (Gen)

Beast Warriors (MD)



Caliber .50 (MD)

Dahna (MD)

Double Dragon (MD)

Exile (MD)

F-1 Grand Prix (MD)

Master of Weapons (MD)

Ninja Gaiden (Game Gear)

20/20 Baseball (Neo)

Boxing (Neo)

Cross Sword (Neo)

Eightman (Neo)

MEGA DRIVE

Wow! A Steady Flow Of Quality Games! And In A Couple Months You Can Throw It On A CD! 32 Bit Here We Come!

SEPTEMBER
Galaxy Force (Str) 8M
Rent-A-Hero (Act, RPG) 8M
El Viento (Act) 8M
Master Of Weapon (Str)
M.E.R.C.S. (Act) 8M
Spaceship Gamora (Str) 8M

OCTOBER
Devil's Crash (Pinball)
Ys II (Act, RPG) 8M
Wonderboy 5 (Act)
Beast Warriors (Fting, 8M
Kabuki (Act)

NOVEMBER
Rolling Thunder (Act) 8M
Caliber .50 (Act) 8M
Fighting Masters (Fting,
Grow (Act)
Mazura (Act)
Tresia
Task Force Harrier (Str)
Double Dragon (Act)

DECEMBER
F-1 Grand Prix (Drv) 8M
Golden Axe 2 (Act)
Woodstock Funky Horror Band (Adv), CD
Ernest Evans (Act), CD
Nostalgia (Act) CD
Heavy Nova (Act) CD
Detonator Organ (Adv) CD
Vars Fantasm Soldier (Act)
Exile (Act/RPG)
Steel Empire (Str)
Super Fantasy Zone (Str)
Tecmo World Cup '91 (Spt)
Dahna (Act)

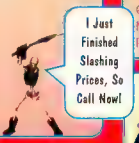
GAME GEAR

Alright! Ninja Gaiden And Lots Of New Games! You'll Be Up All Night!

OCTOBER
Putt & Putter
Ninja Gaiden
Galaga '91
Frogger
Axe Battler

NOVEMBER
Kuni's Game Heaven
Arfilel
Aleste
Berlin Wal

DECEMBER
Donald Duck
Space Harrier
Alien Syndrome
Fly



LYNX

Yeah! The Powerful Portable Finally Has The Games!

SEPTEMBER
Turbo Sub
Checkered Flag
Shadow
Scrapyard Dog

OCTOBER
Hard Drivin
Rolling Thunder
Bill & Ted
Vikin Child

OCTOBER--

NOVEMBER
Awesome Golf
Blood & Guts
Hockey
Stun Runner
Hyperdrome

SEGA GENESIS

CALL FOR DATES AND LOW PRICES!

SEGA Is Closing Out This Year With A Sonic Boom! And Next Year Looks Even Better With The CD-Rom And Lots Of 12-Meg Games! Alright!

SEPTEMBER
Turrican (Act)
Marvel Land (Act) 8M
Arcus Odyssey (Act, RPG) 8M
Raiden (Str) 8M
Thunder Fox (Act) 8M
Decap Attack (Act)
Ms. Pacman (Act)

OCTOBER
Fatal Rewind (Act)
Mike Ditka Football (Spt)
Quad Challenge (Drv)
Dark Castle
Vapor Trail (Str) 8M
Road Rash (Drv, Fting)
Star Flight (Stg)
M.E.R.C.S. (Act) 8M
Toejam & Earl (Act/RPG)
Slaughter Sport (Spt)

NOVEMBER & BEYOND
Pit Fighter (Fting)
Quack Shot (Act)
Master of Monsters (Stg)
RBI 3 (Spt)
Paperboy (Act)
Joe Montana (Spt) 12M
Death Duel (Stg) 8M
Dino and (Pinball)
Ear Weaver Baseball (Spt)
J. J. Wrestling (Spt)
Shadow of the Beast (Act)
The Immortal (RPG)
Streets of Rage (Act)
El Viento (Act) 8M
Growl (Act)

Coming On Strong! 20/20, Cross Sword, Eightman, Just What The Doctor Ordered!

OCTOBER
Cross Sword

COMING SOON
Eightman
Fatal Fury
Magic Wand

AVAILABLE NOW
Alpha Mission
Ghost Pilots
Blues Journey
King of the Monsters
Sengoku
League Bowling
Quiz
Mahjong
Ninja Combat
Nam 75
Magician Lord
Baseball Stars

COMING THIS YEAR:
Football & Hockey!

Fighting Masters (MD)

Golden Axe II (MD)

Heavy Nova (MD)

Kabuki (MD)

Rolling Thunder II (MD)

Shadow of the Beast (MD)

Slap Fight (MD)

Sol-Feace (MD)

Mega Drive games are playable on the Genesis with a Mega Drive Converter. PC Engine games are playable on the TurboGrafx 16 with a PC Converter. Japanese CD's are compatible with the TurboGrafx 16 CD Player. Call for further information on compatibility.

JOE & MAC (SF) · Lagoon (SF) · Magic Sword (SF) · Nosferatu (SF) · Silva Saga (SF) · Super Fire Pro Wrestling (SF) · Super Formation Soccer (SF) · Xardion (SF)

F-1 Exhaust Heat (SF) · Dungeon Master (SF) · Wonderboy 5 (MD) · Dragon Egg (PC) · M.E.R.C.S. (MD) · Super EDF (SF) · Space Ship Gomera (MD)

Coryoon (PC) · Fighting Run (PC) · Magical Chase (PC) · Raiden (PC) 6M Card · Super Metal Crasher (PC) · Forgotten Worlds (PC-CD) · Shubibubin Man 3 (PC-CD)

SUPER NES

It Looks A Little Weird, But It's Here! Bring On The Games!

SEPTEMBER
Pilotwings
F-Zero
Populous
R-Type
Gradius 3
Final Fight
Actraiser
Sim City

OCTOBER
Hole in One
Hyper Zone
Home Alone
Pit Fighter
Castlevania
Ultraman
Extra Innings
Final Fantasy

NOVEMBER
Super Ghouls & Ghosts
Bases Loaded
Darius Twin
Super Battle Tank
PGA Tour Golf
Paper Boy

DECEMBER
D-Force
UN Squadron
Tyson's Power Punch
Leg of Mystical Ninja

TO BE ANNOUNCED
Bill Laimbeers Basketball
Joe & Mac
Equinox
Simpsons
Smash TV
Revenge of Shredder
John Madden Football
Hook
Lakers vs. Celtics
WWF Superstar
Ys III
Magic Sword
Super Battle Toads
Robo Cop 3
Pocketeer
Formula One

How Many Levels Are In This Game? I Gotta Get To DIE HARD

SUPER FAMICOM

SF Is In Full Swing! Check Out All This New Software For Christmas!

SEPTEMBER
Pro Soccer
Super EDF
Jerry Boy
Hyper Zone
Super Tennis

OCTOBER
Super Ghouls & Ghosts
Castlevania 4
Raiden
Lagoon
Joe & Mac
F-1 Exhaust Heat

NOVEMBER
Nosferatu
Musha
Pro Football
Super Five Pro Wrestling
Super Cup Soccer
Dungeon Master
Lemmings

DECEMBER
Thunderspirits
Top Racer
Flying Warrior
Fist of the North Star
Battle Commander
STG
Super Formation Soccer
Adventure of Zaljiro
Xardion

Great Prices!

PC ENGINE & CD ROM

PC Engine is Making A Monster Come-Back! We're Seeing The Best Games Yet, And The Super CD is Here!

SEPTEMBER
World Jockey (Spt)
Hit The Ice (Spt)
Neutopia II (Act RPG)
Dragon Egg (Act)
Mesopotamia (Act)

OCTOBER
World Circuit
Magical Chase
Populous (SCD)
Poems of the Angel (SCD)
Space Fantasy Zone (CD)
Zero Wing (CD)
Efera & Jiliora (CD)
Sorcerian (CD)
Time Cruise

NOVEMBER
Prince of Persia (SCD)
Raiden (6M Card)
Monster Pro Wrestling
Super Metal Crasher
Shadow of the Beast (SCD)
Coryoon
Lord of Wars (SCD)
Fighting Run

DECEMBER
Zero 4 (SCD)
Doraemon
Browning (SCD)
Lady Phantom (SCD)
Dragon Slayer (SCD)
Forgotten Worlds (CD)

COMING SOON: SHUBIBUBIN MAN 3 ON SCD!

Super NES! 59.9[illegible]

SUPER GRAFX

All Games On Special!

Battle Ace (Stg) 8M
Ghouls & Ghosts (Act) 8M
Aldynes (Stg) 8M
Darius + (Stg) 8M
1941 (Stg) 8M
Grand Zort (Act) 8M

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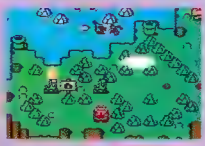
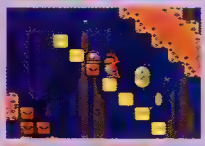
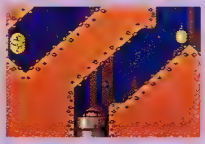
TRICKS OF THE TRADE

TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES



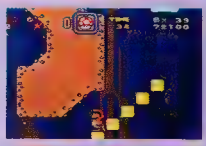


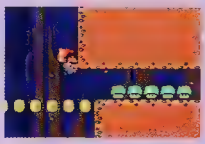


SUPER MARIO WORLD

(Nintendo/Super NES)

99 Mario Trick - Go to the level in world 6 shown in the map. You must have Cape Mario to do this trick. Get the P-Block and go down the grey tube. Once in the gray tube, grab the second P-Block and jump off the edge. Hug the right wall until you see the seventh opening in the wall that is filled with 1-UP mushrooms. Float into the passage and grab the 1-UPs. When you come out of the tube, go to the left and repeat this for 99 men.



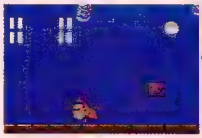


SUPER MARIO WORLD

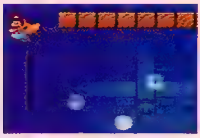
(Nintendo/Super NES)

Secret Power-Up room - Make sure that you have Cape Mario when you enter the first ghost house in world 2. Run all the way to the left and fly straight up the left side of the screen. Land on the platform above and run to the right. You will find 4 blocks with 1-UP mushrooms and a door. Finish the level and a hidden dot will appear on the map. This is a power-up room that will help you very much. After you power up, go back in for another 1-UP mushroom.

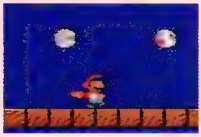
POWER-UP!

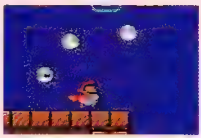


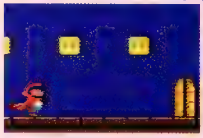
POWER-UP!



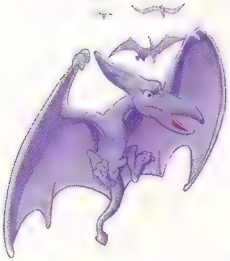
Run to the left and fly up to the hidden platform!



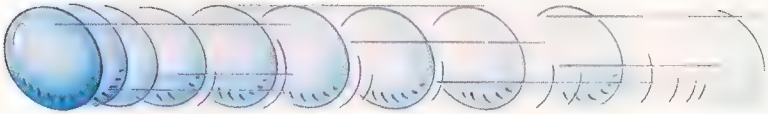




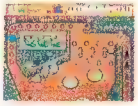
When on the platform, run to the right and fall off . You'll see blocks and a door!

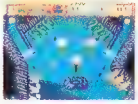


EVER PLAYED A PREHISTORIC PINBALL GAME?



Didn't think so. That's why Dinoland is such a crazy, zany game! Join DINO-Bunz and his friends on a wild, prehistoric adventure — pinball style! DINO's heroic adventures begin when he must protect his sweetheart, Meeshell, from gigantic, vicious and carnivorous dinosaurs. Not to mention those flying pterodactyl beasties! Dinoland is simple to play, yet filled with lots of pinball action and great scenery. If you're a dinosaur lover, then Dinoland will amuse you. If you're a pinball lover, then you'll flip over it. It's fun. It's different. It's Dinoland!





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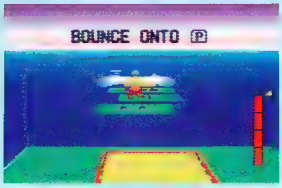
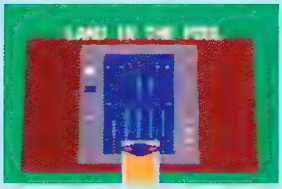


Become a winged-man!



Jump into the pool Penguin!

PILOTWINGS

(Nintendo/Super NES)

Bonus Stages - Get to the bonus stages by accomplishing special maneuvers on the Rocketbelt and Parachute rounds. Ignore the rings and other objectives in these rounds and maneuver your character over the moving platform in each level. If you can land on this portion of the target area, you will be taken to the bonus stage with a perfect rating of 100 points!

When you are using the Rocketbelt and get this bonus, you will be transformed into a winged man! While in this special mode, try to jump onto the trampolines and hit the power P's before landing in the middle of the target.

When you enter the bonus stage in the parachute rounds, you transform into a penguin who must high dive into a multi-point pool! The waters are separated by ropes which each designate different extra point values!

Mike Dyer
Roanoke, VA

BONK'S REVENGE

(NEC/Turbografx 16)

Bonus Stages - There are several bonus rounds within Bonk's Revenge that can be accessed by holding button 2 and pressing RUN on the Mode Select screen. A bonus stage practice menu will appear and you can select any of your favorite special levels!

Robert D'Amico
New Haven, CT

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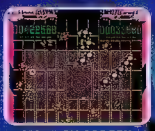
THE COIN-OP GAME OF THE YEAR IS NOW THE MOST ACTION-PACKED NES™ GAME OF ALL TIME!

LIGHTS! CAMERA! 360° NON-STOP ACTION!

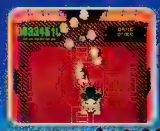
Congratulations! You're the next lucky contestant on the game show with the ultimate in prizes...YOUR LIFE! Sorry, no mindless blondes spinning wheels here. Just deadly action, flying shrapnel, and total carnage—all in front of a live studio audience! Instead of picking vowels, you pick 6 futuristic weapons like triple photon lasers and lethal plasma grenades. And the 2 controller action gives you 360° arcade firepower.

Sure, you can win toasters and microwaves...after you defeat hordes of cyborg mutants, power orbs and the 30-ton Mutoid Man! Any wonder this show's #1 in the ratings?

"EAT MY SHRAPNEL!" IN OVER 45 ENEMY-FILLED STUDIO BATTLEGROUNDS!



MORE ON SCREEN ENEMIES THAN ANY OTHER NES GAME!



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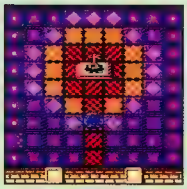


LOLO 3

(Hal America/Nintendo)

Special Password - To easily skip the first three levels of this game, enter the number 2 in all of the password spaces. As you enter the first two levels, you will see the egg and key waiting for you. Collect these items and go to the third stage and you will be able to build the rainbow bridge.

Dan Anderson
Millstadt, IL

CASTLEVANIA 2

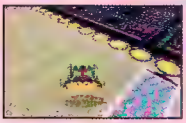
(Konami/GameBoy)

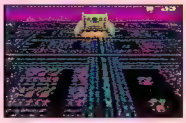
Extra lives - In the beginning of the game go to the password option and there will be four boxes. Press up on the control pad to scroll through the different icons. Put a candle in the first two boxes and a heart in the second two boxes. Now you will be able to start your adventure with a full supply of nine lives!

CASTLEVANIA 2

(Konami/GameBoy)

Sound Select - In the beginning of the game go to the password option and there will be four boxes. Press up on the control pad to scroll through the different icons. Put a heart in all four boxes. You will see a box that says "Sound Select". Now you can scroll through the game's three different musical selections as you prepare to play!





F-ZERO

(Nintendo/Super NES)

Gain Lap Time - In Port Town II, there is a way to get ahead of the competition! Get a Super Jet, then head to the left after passing the finish line. Activate the Super Jet just before you get to the jump ramp and quickly angle to the right to fly to the opposite side of the track!

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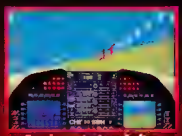
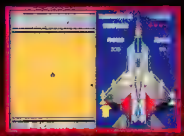


Evade anti-aircraft fire while dodging MiGs.

Choose internal or external views of your plane as you fly.



Sidewinders, Mavericks, TOW anti-tank missiles - the F-22 packs a lethal payload.

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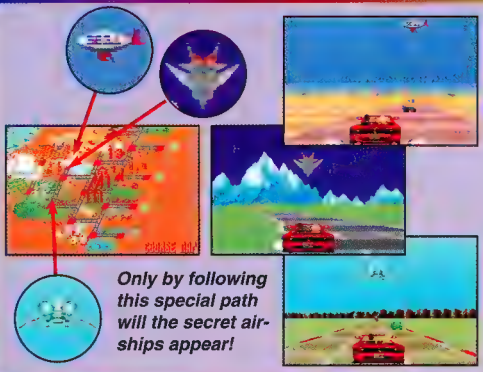
SEGA GENESIS

CIRCLE #111 ON READER SERVICE CARD.

SUPER R-TYPE

(Irem/Super NES)

Level Select - To select any level in the game, hold down the 'R' button on the top of the control and press UP on the pad nine times. You will hear a tone that indicates that the level select has been activated. Now press START and then pause the game. Hold the 'R' button down again while at the same time depressing the 'A' button. While holding both buttons down, press SELECT. In the lower-left hand corner of the screen you will see a set of numbers indicating on what level play will begin. Simply press UP or DOWN on the control pad to select from any game level!



Only by following this special path will the secret airships appear!

OUTRUN

(Sega/Genesis)

Reveal Hidden Airships - In the game Outrun, there are three special airship icons that have been hidden within this intense driving game!

The three different airships include a small blimp with the Sega logo across its face, a jet plane and lastly a spaceship! How do you reveal these special icons?

If you follow the course on the map shown here, you will be able to see these ships fly above as you pass through each section.

There is only one catch, however, you must NOT crash into anything or the airships will not make their special appearances!

This special trick will allow you to go into battle with an original set of

weaponry each and every time! A different game every time you play!

GRADIUS 3

(Konami/Super NES)

Random Weapons - Start a one player game and go into the Edit Mode under weapon select. Once in Edit Mode, press the control pad to the RIGHT and select your weapons. Once in this section, press the X and Y buttons repeatedly and you the system will automatically choose the weapons for you at random.

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CIRCLE #157 ON READER SERVICE CARD.

GRADIUS 3

(Konami/Super NES)

Reset from Controller - Are you tired of getting up to reset your machine? Well for this game you can do it right from your controller. Hold buttons L, R and START at the same time and then press SELECT.

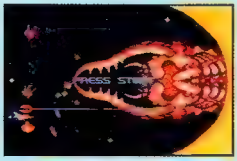
Tired of where you're going in Gradius 3?

Use this trick to restart from your controller!

GRADIUS 3

(Konami/Super NES)

Super Demo - Have you ever wondered how good a player you could become? Well you might want to set a new goal when you see this demonstration of dodging firepower. This Super Demo is a very intense display of massive weaponry, but don't worry, this game's no wimp! To access this incredible demo, all you have to do is hold down the A button at the introduction screen and keep it held until the demo starts - then the fun begins!



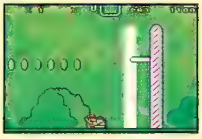
LOOK OUT!
This special demo features the hottest player ever!

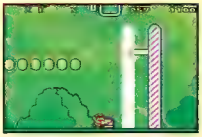
CASTLEVANIA 2

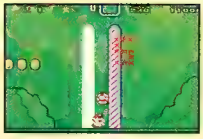
(Konami/Gameboy)

Secret Password- Go to the password screen and put this code in the boxes. Put a heart in the first box, an eyeball in the second box, a candle in the third box and leave the fourth box empty. Now press the START button and you will be put in the beginning of Dracula's castle. Put an eyeball, heart, candle and heart in the four boxes and you will be in the room with the final boss, Dracula!

Tommy Wong
Brooklyn, NY







SUPER MARIO WORLD

(Nintendo/Super NES)

Bonus Items - This is an easy way to save power-ups for later use. At the end of every level of play, try carrying a turtle shell, a P-block, or an enemy through the high bar and into the next round. It will turn into a power-up item that you may either use at that time or save for later.

Willie Scover
Ft. Lauderdale, FL

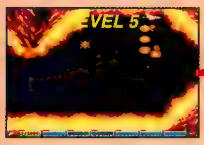
GRADIUS 3

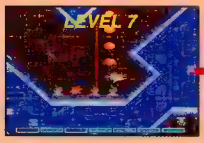
(Konami/Super NES)

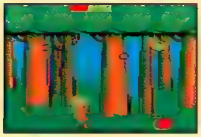
Bonus Stages - There are some bonus stages hidden throughout the levels of Gradius 3. To find them, just steer your ship into the areas shown below. The bonus warps will automatically swallow you up and the rounds begin once you enter the correct areas. These stages are filled with power-up enhancements, free lives and, luckily, there are no enemies!

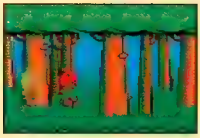
Do your best to get through these levels, because there are plenty of power-ups that will strengthen your ship!

Have no fear; you can go through these passageways without worrying about crashing!









REVENGE OF DRANCON

(Sega/Game Gear)

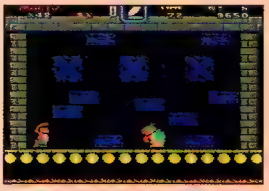
Bonus Round - Here is how to reach the bonus round in Revenge of Drancon for Game Gear. After you pass the sign with the number 2 on it that's shown above, you'll come to a snail on the ground. Right above it is a banana in a tree. Kill the snail and jump high to get the banana. After you grab the banana, a red bag appears where the banana was. Grab the bag and Ronnica will escort you to the bonus game. While you are in the bonus round, do not grab the red bag unless you want to leave the special stage.

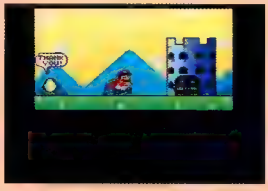
Gerard Sanchez
Bronx, NY

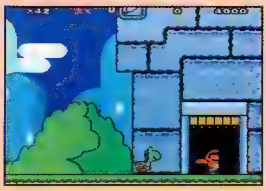
SUPER MARIO WORLD

(Nintendo/Super NES)

Get Back in Castles - As you have probably noticed with this game, you can go back to any level that you have completed. The castles, however, are not so easily accessible the second time around. When your character is on top of the castle in the map screen, just press the 'L' and 'R' buttons at the top of the controller at the same time.





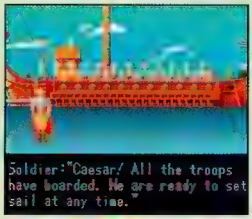


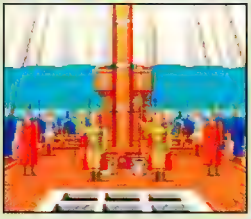
WARRIOR OF ROME

(Micronet/Genesis)

Password for Ending - This is a code to let you see the very ending of the game. At the title screen, select the password option and use the code: GREBDQ3QNE.

Abraham Lin
Stratford, CT

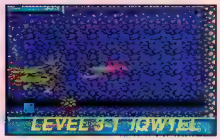


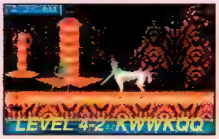


SAINT SWORD

(Taito/Genesis)

Passwords - To blast your way deeper into this exciting new game, just turn to these pass codes:





Walter Shields
Tinley Park, IL

Advance to higher levels with these special codes for Taito's new Saint Sword game for play on the Genesis!

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We want you to play like a winner, and we're ready to pay! Give us your tips and clues, your secret continues, level selects, power-ups, passwords and codes! If we print your tip, we'll give you credit in these pages as well as a free game of our choice (you can pick the system*)! Get the best tips anywhere and get a great game as well from the magazine that's first with the best secrets on all the game systems - EGM! Mail tips to: Tricks of the Trade, Sendai Publications, 1920 Highland Ave. Suite 222; Lombard, Il. 60148.

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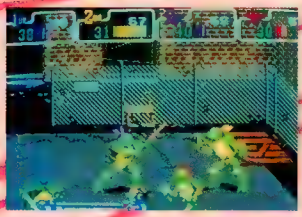
TEENAGE MUTANT N

THEIR SECOND ARCAD

The heroes in the half shell are back in the arcade again! Ready for Shredder and his evil gang of thugs, the subterranian quartet must foil yet another one of the masked villain's schemes for domination while restoring peace to the streets!

The basic theme of the second Teenage Mutant Ninja Turtles arcade game remains similar to the original. Pick any one of the four hard-backed reptiles and hit the streets! You must use your ninja skills as well as your weapons if your are to stop the followers of Shredder, including new opponents that hail from the stars!

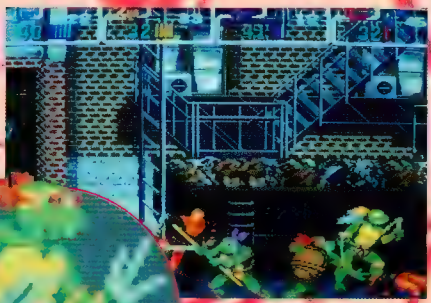
With even more detailed graphics scrolling by as the backdrop to the action, Teenage Mutant Ninja Turtles introduces the familiar "gang-play" game mechanics that let you and your friends take on the enemy as one lean, mean and very green fighting machine!



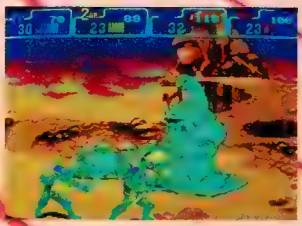
Fight to keep the streets safe!

Each of the different Turtles, ranging from Leonardo to Raphel, possesses unique fighting abilities and ninjitsu weaponry that can be used to even out the most lopsided confrontations. Each of the game rounds is comprised of a variety of attacks from Shredder's misguided minions. Only together, with your combined strength, can you defeat the powers against you and eliminate the Shredder's threat once and for all.

Each of the multiple levels of play are comprised of several action sequences that take place before a scrolling background setting. These scenes take you from the city streets to a sailing ship, with each successive level presenting its own unique dangers and challenges. After beating your way past the forces of evil, you will confront an end Boss enemy that possesses even more powerful capabilities. The Bosses are all very tough, requiring multiple hits to vanquish!

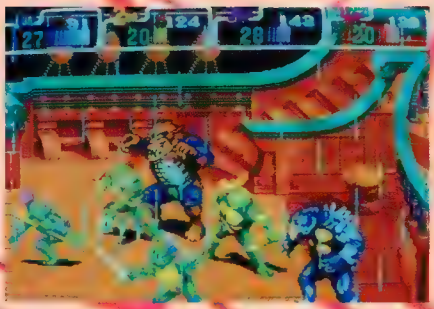


Take to the streets to defeat Shredder's evil clan!



Turtles...Meet Mr. Slime!

The graphics in the new Teenage Mutant Ninja Turtles game, like its predecessor, are first rate. The detail in both the Turtles and their enemies is exceptional, with superior animation that provides a very fluid look and feel to the game. Advanced features, such as scaling and rotation are also used in abundance to add to the overall effect of the game. Instead of simply besting some challengers into oblivion, our heroes can now throw the enemy right off the screen! The enemy now comes hurling off of the screen and straight toward you! This dazzling effect has to be seen to be believed!



Check out the incredible graphics in this scene! The animation and backgrounds are top notch!

Other supporting features to be found in the upcoming arcade sequel include more voice, superior sound effects and all-new music!

INJA TURTLES

ADVENTURE

The Bosses are Incredibly Huge!

The basis of an upcoming home sequel, Teenage Mutant Ninja Turtles 2 will most certainly become an immediate smash! With the advanced technology and crisp graphics, however, it is doubtful the full intensity of the game can ever be captured in a cartridge. Be sure to experience the full scope of the Turtle's second adventure, and get a taste for what the 16-Bit translation may be like when it's released next year! From beginning to end, this action game is all-out intensity!

THE TURTLES RETURN!!

Making their second appearance in the arcades is only the tip of the trouble Konami plans to get the quartet of half-shelled heroes into in 1992! From a third installment on the Nintendo 8-Bit to a whole new adventure rumored to be patterned off of their upcoming coin-op sequel, the Teenage Mutant Ninja Turtles will see an abundance of active duty against Shredder and Co.

Leading off the pack will be the long-awaited third chapter in the Turtles saga. This game will reportedly combine many of the most popular themes from the first two games against a totally original action backdrop.

Teenage Mutant Ninja Turtles Part Three will give you the ability to choose from any one of the four crime-fighters at any time. The majority of play will maintain the side-view perspective from the arcade versions, although new power-ups and enhancements will be included. The graphics and animation of the new 8-Bit game will also be improved according to the company.

Our secret sources have managed to obtain the first photo of this exciting new game! What do you think?

OFFICIAL COVERAGE!

AMOA

THE FUTURE OF VIDEO GAMES...

Every year the leaders of the coin-operated video game industry gather to show off their latest and greatest new high-technology games! In this issue we preview some of the more innovative arcade titles, with more next issue!

Leland Corporation

DRAGON'S LAIR II

Dirk the Daring returns in the awesome sequel to the original Dragon's Lair laser disc video game! The evil wizard Mordroc has kidnapped Princess Daphne and only Dirk can save her. But this is no ordinary quest because to rescue Daphne, Dirk will have to fight the minions of the wizard and travel through time in search of his love.

Dirk begins his quest by visiting historical hot spots like the Garden of Eden, Beethoven's studio, and the Pyramids of Egypt to try and find Daphne. The action comes to a thundering conclusion against Mordroc in his castle!

Like the original Dragon's Lair, Dragon's Lair II uses the most advanced laser disc technology available. The hardware driver for the laser disc has been totally redeveloped for even more reliable interaction and smoother play!

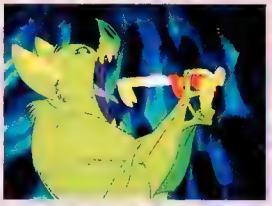
Live the adventure once again with Dirk and family as he lives his most exciting quest!

Taito

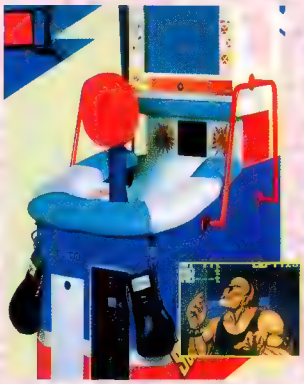
DOUBLE AXLE

All-out road warfare in Taito's new Double Axle!

Monster Trucks and off-road madness come to life with Taito's Double Axle! This isn't just a regular cross country trip, though, because to make it here you have to drive over everything in sight! Pound your way over trees, houses, and cars! The more you crush, the better you score, but you do have a time limit on each race. If demolition isn't your thing, you can choose a sprint race where the tables are turned and you must *avoid* the road traffic!



Down the hatch! Poor Dirk is in trouble again!



Duke it out with real gloves against some of the meanest video game characters!

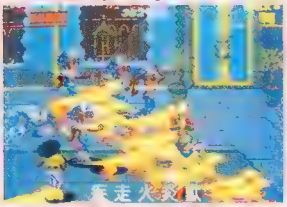
TAITO

SONIC BLAST MAN

Not just another fighting game, Taito's Sonic Blast Man gives you the chance to really go out and hit someone! Put on the boxing gloves attached to the machine and choose the opponent you want to go up against. Then, hit the punch pad as hard as you can!

THE NINJA KIDS

Four-player simultaneous fighting action comes your way with the exciting Ninja Kids from Taito. These aren't just regular kids, but



Awesome graphics are combined with four-player action!

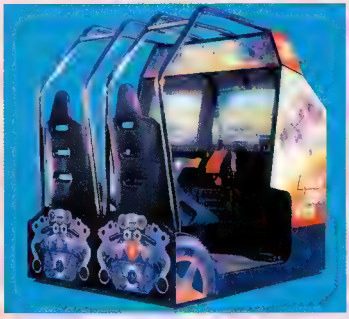
ninja masters! Each of the kids has his own weapon and special ninja power to help him defeat the scores of oncoming enemies. The game has all sorts of wild power-ups to help you get the quartet of super heroes to the end of this adventure!

Atari

ROAD RIOT 4WD

This wild two-player driving game really brings the feel of the big race to the arcade! The game uses growth motion (similar to Pit Fighter) to make the figures on screen as real as possible! There's also a special speaker built into the chairs that give you a jolt whenever you get hit by another car to increase the impact of play!

Blast through the race past other competitors!



The ultra-cool linked version of Road Riot offers head-to-head play!

Instead of having both players use the same monitor, Road Riot gives each player their own view of the action! Two player video games have never looked so good!

Your vehicle can skid, roll, jump, and if you're not careful, crash and burn. The steering wheel even vibrates just like in a real racer! Begin your Road Riot battle on the novice track then work your way through the 11 different advanced courses to victory!

At the conclusion of each race enjoy your ranking with advanced digitized graph-

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STEEL TALONS

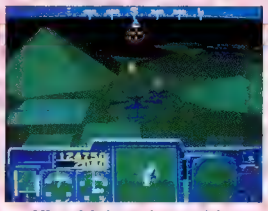
Similar to Road Riot, Steel Talons is a dual monitor sit down game for two players. Talons is also equipped with speakers in the seats to zap you when you take a hit. However, instead of growth motion, the game uses 3-D polygon figures to give it a more realistic look.

You've got the option of flying your helicopter on missions alone or with a friend. There's a training mission to get you started plus twelve more missions to keep you

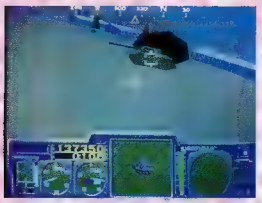
Steel Talons comes complete with one of the hottest cabinet/control interfaces!

blasting against your enemies. If you've got a personal grudge to settle, you can even go head-to-head with an opponent!

The cockpit of your helicopter is designed to be as realistic as possible with authentic controls. You can also play in third or first person!



Ultra high-tech graphics produce settings like this!



Lock your guns on target and blow the enemy away!

Side-scrolling action meets some of the best graphics ever seen!

Irem

GUNFORCE

Continuous alien assaults on the Earth have forced humanity to create an international strike force. This team, called Gunforce, has been created to stop the aliens from trying again. Since the planet's survival depends on the outcome of this war, the largest, most complete arsenal of weapons available has bee created and are at your disposal.

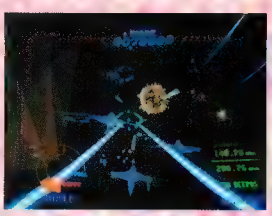
Gunforce features two-player simultaneous action. The game gives you the chance to plan out your battle strategy with tactical weaponry of several types. The battle plans have six stages to take you right to the heart the enemy.

American Technos, Inc.

WRESTLEFEST

The WWF stars come out for battle in the new American Technos machine, WrestleFest. This new game has a whole bunch of new characters, like Jake "The Snake" Roberts, Mr. Perfect, and the Legion of Doom as well as some brand new techniques!

Now, up to four people can wrestle at the same time! You have two different modes of play to pick from. You can try your luck at the Tag



The screen explodes with fiery polygon graphics!

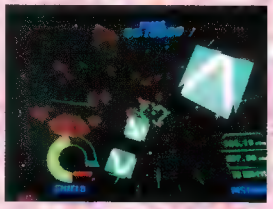
Team Challenge or try the Battle Royale! For even more fun, fight it out inside of the special wire cage!

The game has improved graphics with larger on-screen figures and, better yet, each of the wrestlers is programmed with unique moves!

Namco

STARBLADE

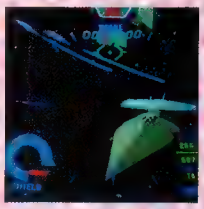
Sit down in this wild space flight simulator from Namco and get ready for some intense video action. Namco's Starblade is an action game that looks like nothing you've ever seen before! You'll have to contend with masses of flying space debris and huge space cruisers out to end your adventure from the very start of play!



Avoid an assortment of obstacles as you maneuver your fighter through space!

You have to get through a variety of stages, each with a specific armada of weapons or obstacles which must be overcome! Survive this onslaught and blast your thrusters to make it to the various planets within your grasp.

Charge your shields, arm your weapons and obliterate the outer space opposition!



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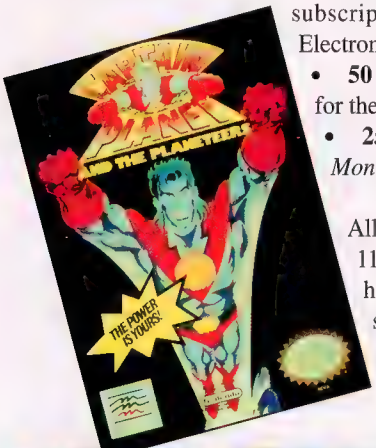

All entries must be 100 words or less. typed on an 8 1/2" X 11" sheet of paper. *You* can make a world of difference! So, hurry and enter today! Include your name, address, city, state, zip, phone, and age, and send your entry to:

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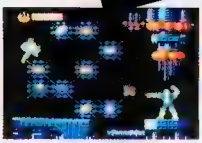

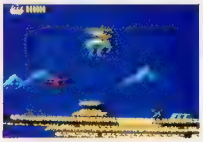

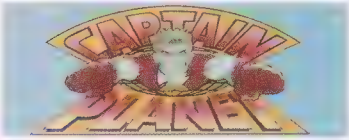

MINDSCAPE INC

Official Rules

1. You must be 17 years or younger as of March 1, 1992 to enter. One entry per person. In 100 words or less, describe your idea to "Save the Planet." Entries will be judged on the following criteria: 1/3 Creativity; 1/3 Practicality; 1/3 Originality. Entry must be the original work of the entrant.
2. Entries must be hand-printed or typed on a piece of plain white paper (no larger than 8 1/2" X 11"). Include your name, phone, address, birthdate, and signature.
3. Send your entry to *Electronic Gaming Monthly,* 1920 Highland Ave, # 222, Lombard, IL 60148. All entries must be postmarked by March 1, 1992 to be eligible. Not responsible for late, lost, mutilated, or misdirected mail. All entries and their contents become the property of Mindscape Inc. and cannot be acknowledged or returned.
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5. Judging of entries will take place on April 15th, 1992 by a qualified panel of independent judges whose decisions are final.
6. All prizes will awarded. No cash payments or substitutions will be made in place of the prizes. All applicable taxes are the responsibility of the winner.
7. Winners will be notified by mail April 28,1992 and will need to execute a qualifying affidavit, to be returned within 14 days or another winner will be chosen.
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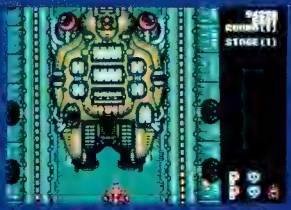

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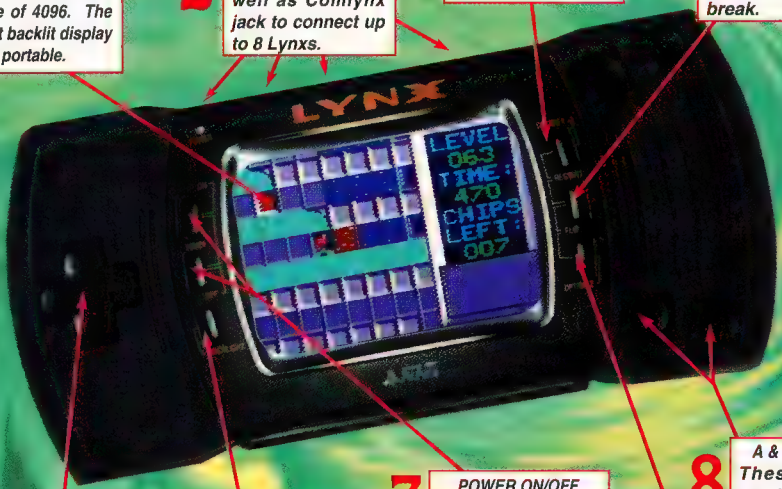

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3 OPTION 1
An action button. When used with pause, restarts the Lynx.

4 PAUSE
Stops the action while you take a break.

5 Control Pad
The advanced Lynx controller provides 8-way interaction.

6 BACKLIGHT BUTTON
To conserve battery energy when the game is paused, you can turn the screen off and not lose the game. This is an advanced feature!

7 POWER ON/OFF

8 A & B BUTTONS
These buttons control the on screen action.

9 OPTION 2
An action button, and when used with the pause button, flips the screen from right- to left-handed play and vice versa.

The awesome Lynx handheld game system has been redesigned into a lighter, more compact machine. This advanced portable system still plays the same great Lynx games as before! This design not only adds to the overall comfort of Lynx gaming, it increases the overall playability and attractiveness of this incredible portable!

Some of the best new features to be found on the new Atari Lynx include a special battery-saving backlight feature. Now you can walk away from an active game without draining the batteries. Another unique option is the ability to switch from right to left-handed mode. With the flip of a switch, players can rotate the Atari Lynx and play their favorite game titles left-handed without losing any of the comfort or style that the Lynx has to offer!

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ANY WAY YOU LOOK AT IT ATARI BEATS THE COMPETITION

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GAME GEAR	NO	NO	3.2"	NO	YES	$159
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TURBOGRAFX-16	YES	NO	NA	NO	YES	$99
GAME BOY	NO	NO	2.6"	NO	NO	$89
NES	NO	NO	NA	NO	NO	$79

EXPAND YOUR PLAYING POWER!

No other 16-bit system offers the same diversity as the Atari Lynx! From the Kit Carrying Case to the Pouch, from the AC Adapter to the Auto Cigarette Lighter Adapter and Comlynx Cable, Lynx has it all!

KIT CARRYING CASE

No matter where you go, the fun and excitement can follow with the Atari Lynx Kit Case! Now you can store game cards, adapters, the Lynx, and other peripherals with stylish ease. The inner walls of the Kit Case are fully removable for individual customization using the velcro snap-ons. The walls are also thickly padded for maximum protection.

Suggested Retail Price: $19.99

CARRYING POUCH

On a smaller scale, the Atari Lynx Pouch will also comfortably store the Lynx, several game cards, and the Comlynx cable. The Pouch features a webbed nylon wrist strap and a handy belt loop for easy transportation. The Pouch itself is constructed of rugged 420 denier nylon with the additional protection of an acrylic coating.

Suggested Retail Price: $14.99

AC ADAPTER

The Atari Lynx AC Adapter is an alternate power source to batteries. This makes the Atari Lynx one of the most economical portables available for video game enthusiasts!

Suggested Retail Price: $9.99

COMLYNX CABLE

Included with every $149.99 Atari Lynx package, up to eight players can join in the excitement of certain Lynx game titles. Several games ranging from Checkered Flag to Rampage, and Todd's Adventure in Slime World are multiplayer games that show off the Lynx and its power with up to eight participants fighting for victory simultaneously!

Suggested Retail Price: $9.99

AUTO CIGARETTE LIGHTER ADAPTER

Save on battery time even more with the Auto Cigarette Lighter Adapter! Now you can take the Lynx on the road without worrying about batteries or play time! The Lighter Adapter powers up to two Atari Lynx units at the same time and the nine foot cable extends to the back seat of any sedan, van, or wagon.

Suggested Retail Price: $19.99

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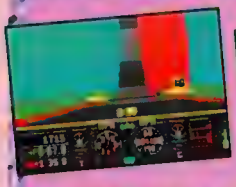
For years, the standards of excellence at Atari have remained hard to crack. The Atari Lynx has a concrete base of games aimed at all age groups and interests. Action games, strategy games, adventure games, sports games; the Atari Lynx has it all! These 16-bit titles are available now, and you've just barely scratched the surface of Atari Lynx entertainment! Check it out if you're ready for the world's first portable 16-bit system!

Hard Drivin

THE TITLE SAYS IT ALL!

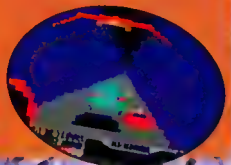
Here it is! The first true polygon technology driving simulation ever, complete with two race tracks, each designed for either speed or stunt driving. After the first test run you'll feel the difference in handling and performance. Choose from either automatic or manual transmission to create the effect you desire. Watch those turns closely, and keep an eye on the recommended speed limit - they are the key to success! Look out for the cow!



STUN RUNNER

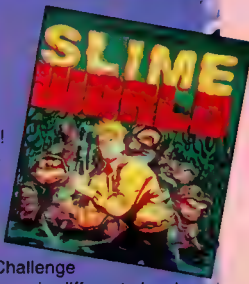
360° ACTION!

Vertigo, anyone? If you thought racing games were enough, how about a game where you can drive upside-down? Imagine tunnels of winding, spinning colors, snaking through cities and mountains of the future! Utilizing the amazing **Stun Runner** hyper-car, you can skim the edge of doom and race your way through hazards at lightning speeds!



TODD'S ADVENTURES IN

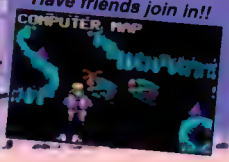
SLIME WORLD

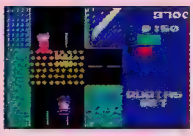


ALIEN GOOBERS!

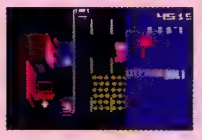
Yuck! This goo is everywhere! You are Todd, brave adventurer extraordinaire, on the slippery planet of **Slime World**. Try to escape the icky globe by reaching the exit located on the far end of the planet. Challenge six different levels of ooze!

Have friends join in!!



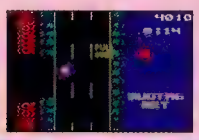


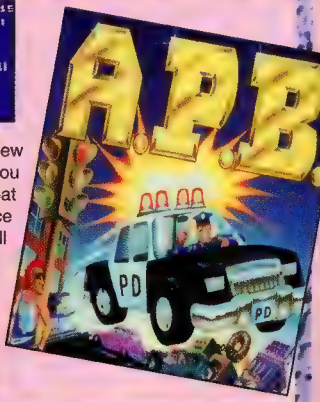
APB



CALLING ALL CARS!

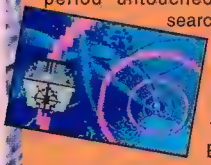
Hey there, flatfoot! Think you got what it takes to cruise the town in a brand new squad car? You have to be on the tips of your toes every step of the way as you comb the city in search of crime and people stranded by the wayside in this great coin-op translation. Bust the law-breakers and help the needy or you'll face the police chief's fury and wrath! Get too many demerits and you'll find yourself booted off the force.



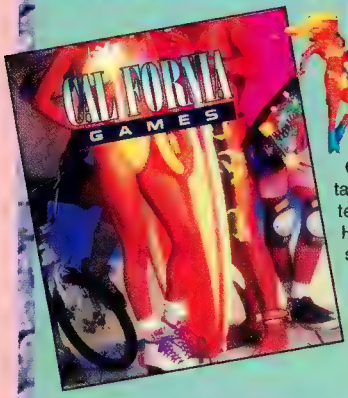


EXCELLENT!

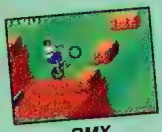
You got it! Our favorite time-traveling righteous dudes from San Dimas are off on another wacky adventure! Leave no time period untouched as you search for your bodacious historical babes. Talk to Billy the Kid and many other historical figures to gain clues and insight on the most triumphant game around!



The Salad Dressing Dude!!

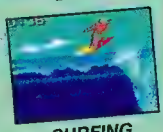


CALIFORNIA GAMES



BMX

HALF PIPE



SURFING

FOOT BAG

Grab your boogie board and your sun tan oil! Compete in the toughest four contests in all of California: BMX, Surfing, Halfpipe, and Footbag. Test your stunt skills on the BMX track. Or attempt the Unreal 360 against waves. Try to defy gravity in the ultimate skateboard experience, the Halfpipe! Lastly, are you agile enough to keep that little footbag moving? Watch out for that bird!

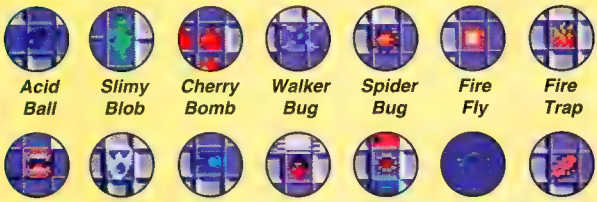
AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!!

TAKE THE CHALLENGE!! OVER 145 LEVELS TO COMPLETE!!

CAN YOU BE A BIT BUSTER?

You are Chip, distant admirer of Melinda the Mental Marvel and her Bit Buster computer club. You are also the school nerd and apparently have no chance at gaining a membership or Melinda's hand. One day, in the lunch room, Melinda approached Chip with a challenge. If Chip completes the challenge, he may join the Bit Busters and possibly gain a notch or two in Melinda's book! The challenge isn't easy, however. You must navigate terrific mazes and battle ferocious beasts every step of the way! Gather the computer chips in your path to open the socket protecting the gateway interface to go to the next level. Use your mind, as well as your skill, to defeat each level and gain popularity. Don't dally! time is not on your side, and Melinda is getting bored fast! You'd better do something to make her look twice. Or three times. Or four...

BAD STUFF



Acid Ball · *Slimy Blob* · *Cherry Bomb* · *Walker Bug* · *Spider Bug* · *Fire Fly* · *Fire Trap*

Big Mouth · *Race Ship* · *Iron Tank* · *Sneaky Thief* · *Floor Trap* · *Water Trap* · *Leggy Bug*

GOOD STUFF

Shoe Cleats · *Fire Shield* · *Shoe Magnet*

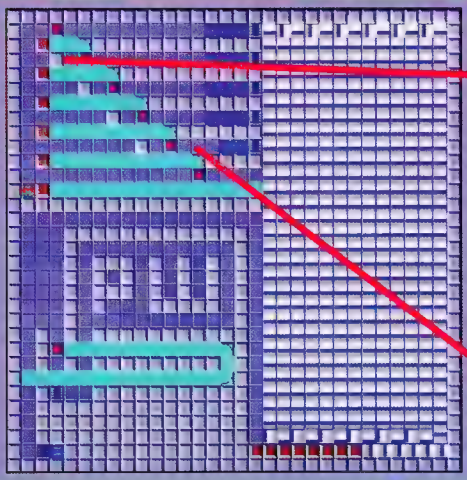
Door Key · *Water Shield* · *Computer Chip*

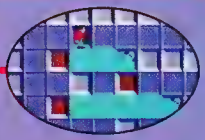
BLOCK FACTORY

LEVEL 63

HARD AT WORK!

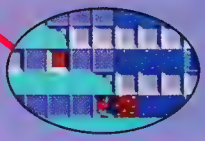
The Block Factory can be a very monotonous level at first, because you have to make the moves over and over. First, go to the top red button and push it. You must learn the pattern that the block move in. The last block maker sends its block onto a conveyor belt which stores all blocks that you release. Use the extra blocks to reach the chips across the water. The last chip is hidden below.





WHAT A MESS!

UGH! The blocks tends to pile up faster then you can send them out, but there is a specific pattern to solving the level. Patience and a keen eye for details are a must!

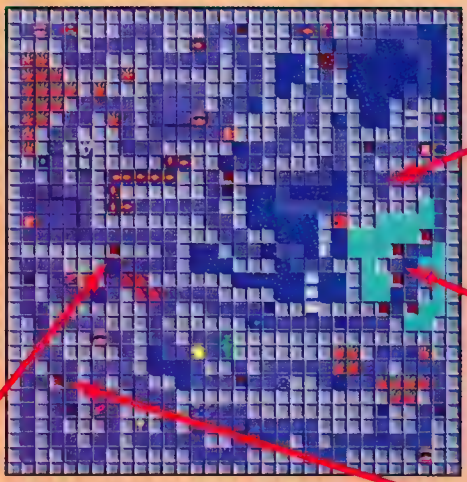


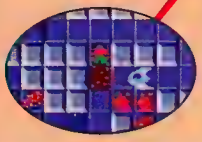
AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABL

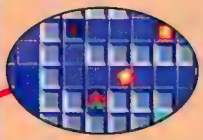
NIGHTMARE LEVEL 70

NO TIME TO SPARE!

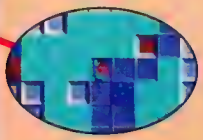
This level is a time muncher! The clock is just large enough to reach the exit if you know what to do. Key points to remember: Use the block to reroute the ship. After you trap the first bug behind the wall, run back to the first gravel tile and avoid the oncoming bug. Shove the blocks on the ice into the water to the left. This will give you a clear path later. Touch the firetrap button then run back to the cubby hole to avoid the firefly. After retrieving the red key you will need to push the block onto the trap button. This will release the bugs to the left, so keep moving to the safety of the gravel tile below. Now you are clear to go through the red door and exit.



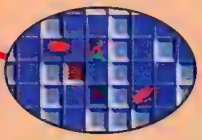




Hide in this location to avoid the fireflies!



Take a rest here before plotting your next path!

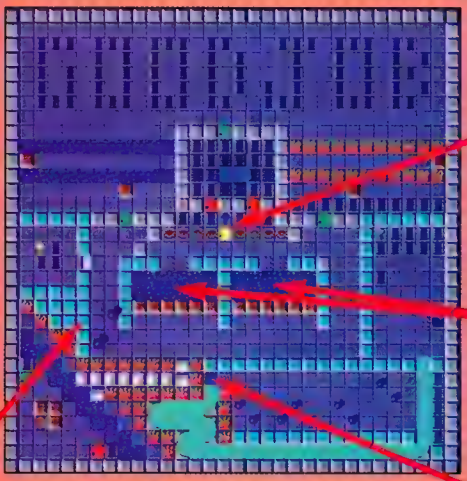


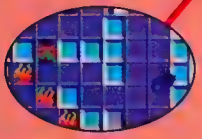
Look out for the bugs!

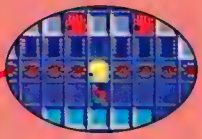
PLAYHOUSE LEVEL 90

DECOY HEAVEN!

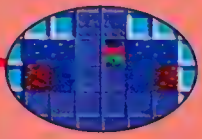
The Playhouse is full of wonderful and exciting decoys! Right from the beginning, one of the blocks hides a firetrap. You can't get many of the chips. They are there mainly to trap you. In fact, spike shoes are here, but they are also unattainable. First look for the secret wall to the left and get the yellow key. Then work your way to the middle and get the blue key. Create bridges with the blocks to go across the water. Enter the blue door and ride the ice to some chips and the green key. The green door is to the middle-left. Push the blocks up the wall on the left to cross and get the fire shield. Finally, get the last of the chips and enter the exit!







Your first goal is to get the yellow key!



Push blocks across the water to make a bridge

Get ready for a ride!

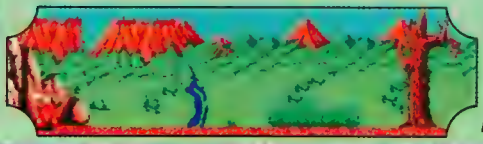
AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!!

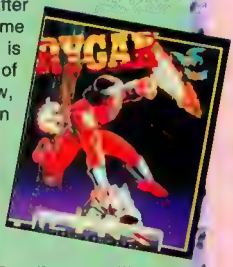
AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!!

RYGAR

ANCIENT WARRIOR

You are **Rygar**, an ancient warrior who has been restored to life by the gods. Your mission is to rid the land of all evil lurking in the shadows. The quest will not be easy, with over 23 levels to purify! The demon lord has learned of your plans and has sent his horde after you! You don't have any time to rest! The demon cloud is following you every step of the way... it may be slow, but its touch is fatal, even to a mighty fighter like you!





Excellent scrolling!

RoadBlasters

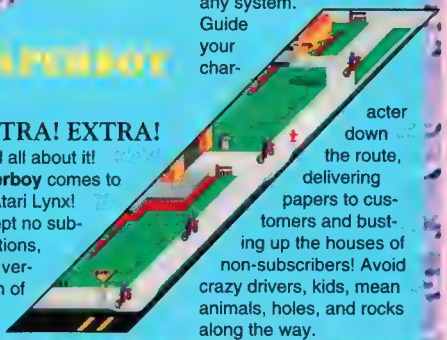
TAKE THE WHEEL!

Road Blasters is a whole new dimension in racing! Armed with various weapons, you must race to cross the finish line, blasting cars and gun placements all the way! Collect new weapons from the weapons craft on each level. A near perfect translation from coin-op to Lynx, **Road Blasters** offers 50 levels of high intensity driving in a roadway combat zone like no other!

PAPERBOY

EXTRA! EXTRA!

Read all about it! **Paperboy** comes to the Atari Lynx! Accept no substitutions, this version of **Paperboy** is absolutely the best for any system. Guide your character down the route, delivering papers to customers and busting up the houses of non-subscribers! Avoid crazy drivers, kids, mean animals, holes, and rocks along the way.



RAMPAGE

MONSTER MADNESS!!

Now this is a really smashing game! Choose from either Lizzie the Lizard, George the Gorilla, Ralph the Werewolf, or the new character - Larry the Rat and go wild! Up to four players can ravage the city or beat each other up! Anything goes in this mad free-for-all! Eat soldiers, food, citizens, or your opponents to regain your strength.

A MAN IS A DOG'S BEST FRIEND...

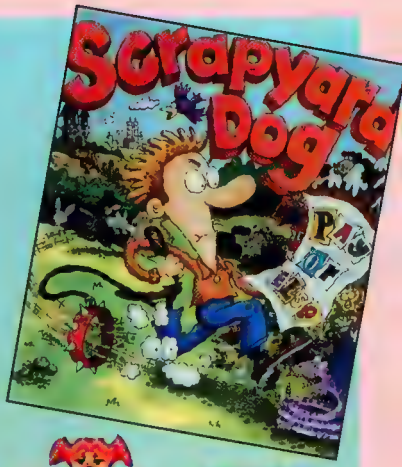
Or something like that. Anyway, your best buddy, Scraps, is dognapped by a gang of mean scrapyard rats, and it's up to you to save him. Follow his gang into the junkyard and 6 multi-level worlds. Battle the bad guys with bone crushing bottles and cans!

Scrapyard Dog is jammed with high-paced action guaranteed to rock your world!

The action scrolls smoothly from left to right, and certain areas hold special secrets. Be sure to check every nook and cranny.

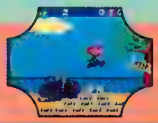
From start to finish an endless array of opponents and obstacles will stand between you and your pup! Besides the rat gang, you have to avoid wicked birds that would love to befoul you, sharp cranes that try to skewer you, and tar piles that threaten to drag you down.

With an incredible array of action and adventure, Scrapyard Dog is one game that requires plenty of fancy footwork! Use your jumping skills, fast fingers and a calm head to outsmart the baddies and overcome the obstacles waiting at the end! Don't give up, Louie!

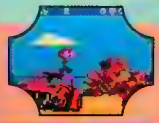


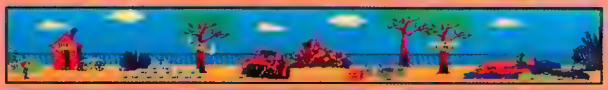
LEVEL 1-1

On the first level of **Scrapyard Dog**, try your aim on the rat thugs lurking behind garbage cans. Grab money everywhere for points and learn to dodge the birds. The end rat has a really big gun and isn't afraid to use it whenever you get near!



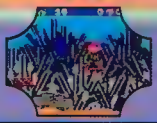
You'll need attack moves and jumping skills here.



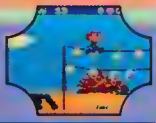


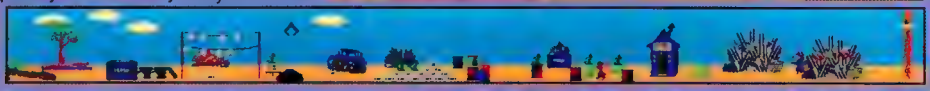
LEVEL 1-2

The birds are the greatest threat. Beware the cranes and grab the hidden invincibility to finish up the round quickly and easily. Enter trash cans to find the secret storerooms and pound out even more points and power-up enhancements! Hurry,Scraps is waiting for you!



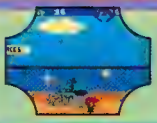
Be prepared! There's a lot of ground to cover here!



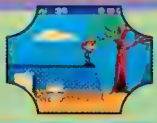


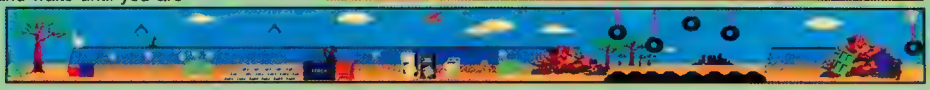
LEVEL 1-3

Here's a real challenge! Even more enemies are waiting to pounce on you. A cat perches in high places and waits until you are underneath. Use your bottles wisely in this level and try to nail the cat first! Quick, Louie, your poor pooch needs you right now!



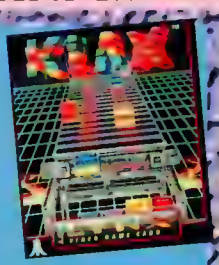
There's danger everywhere you turn, Louie!





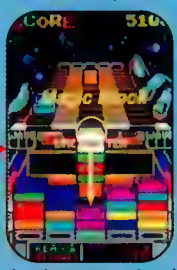
AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!!

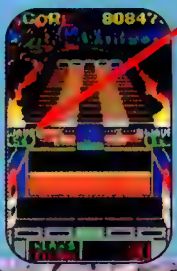
KLAX



THE ULTIMATE IN COLORED TILE FUN!

Second to no other home version anywhere, Atari Lynx **Klax** offers the same high quality digitzed voices, superb sounds, and graphics of the coin-op! Match tiles according to color in rows, columns, or diagonals. Create multiple Klaxes for big bonus points, secret warps, and more!





Warping is easy on level 11. Set up the board as shown and place a multi-tile in the middle. It's as easy as that! Head to level 56 to get ahead.

Gauntlet

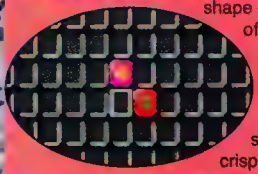
MAZES AND MUTANTS

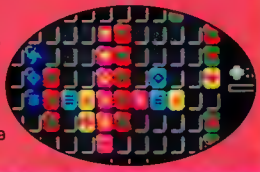
As the latest in the **Gauntlet** series, The Third Encounter is by far the best version yet. Instead of choosing from four characters, take your pick from eight different characters, including a robot and a nerd! Of course, the original enemies are back, but they brought some friends! Attempt to recover the elusive star gem hidden somewhere in the maze of monsters. Up to four can play this quest of power!

Ishido

MORE TILE FUN!

Take the **Ishido** challenge! Play this game of the Orient on numerous play fields, with varying tile shapes and colors! Try to match the tiles with their corresponding color or shape in order to empty your bag of **Ishido** tiles. This unique puzzle game tests your visual skills and strategic abilities to their utmost peak. Watch out! You can't place a tile next to another without a similar color or shape. **Ishido** is different every time you play, but it still offers the same level of excellence found in Atari Lynx titles. The crisp, clear graphics are A-1!

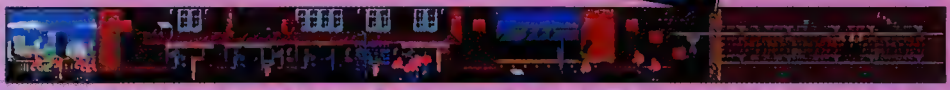




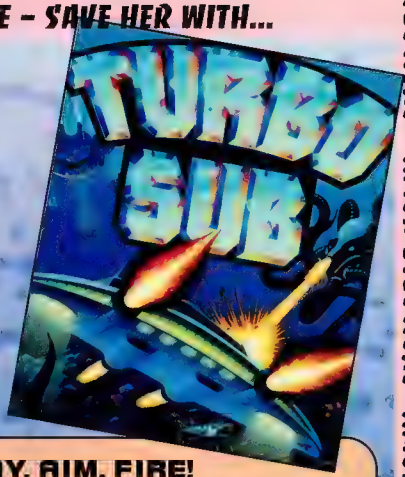
NINJA GAIDEN

AN ANCIENT MENACE

Eons ago, an evil presence emerged that threatened all existence. The combined might of the ninja clans were barely enough to banish the entity. Now, in the present world, the fearsome dark warrior has risen, and only the ninja HiRyu stands in its way!



THE BIG BLUE MARBLE IS IN TROUBLE – SAVE HER WITH...



AMPHIBIAN ACTION!

Earth appears to be a magnet for hostile alien takeovers! This time, the extra terrestrial trouble is targeted at the Earth's air and water. You are the pilot of the **Turbo Sub** prototype designed to fly in the air and sail under the sea. Your mission is to single-handedly clear the world of the invading alien armada!

Your ship is equipped with numerous weaponry and defense shields. You also have a pair of handy dandy windshield wipers for the return trip to the skies! Beware! The aliens also have a wide variety of weapons in their arsenal, and they know how to use them!

Turbo Sub features awesome scaling and intense first person shooting action not to be underestimated. The sound effects are excellent, thanks to the 32-bit sound processor, and the graphic resolution is of a quality found only on a 16-bit console!

TAKE A DIVE!

READY, AIM, FIRE!

Turbo Sub is full of enemies with one mission: destroying you! Take a quick look at what you'll be facing, and prepare to meet the challenge of a lifetime! Watch for gems.

Stealth Raider	Mech-Shark
Poldarc	Jellyfish
Galactapus	Warp Mine
Saucer	Mogogg
Snub Fighter	Cannon
Mech-Ray	Nebulus
Crab	Barracuda

BUY ITEMS AT THE STORE!

Here is your one chance to restock your ship with more advanced weapons of destruction, shields, and extra lives. Pick up gems during the water scenes for money.

	PRICE
Extra Life	4
Fuel	4
Mega Bomb	[illegible]
Multi-Blasters	8
Rapid Fire	5
Shields	8
Range Missiles	8
Tracking	9

Pick up gems underwater to purchase items at the general store. A store appears after each level.

Astro Foil
Gem Pods

INCREDIBLE SCALING THROUGHOUT!

Turbo Sub is one game that majors in intensity! The scaling function of the Lynx is utilized to the fullest. Every object scales in from the distance for greater realism.

AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE

A LINE-UP OF GAMES UNSURPASSED ON ANY SYSTEM IS AVAILABLE NOW!

AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!!

SHANGHAI

CAN YOU BEAT THE DRAGON?

Take one look at **Shanghai** and you'll think, "another colored tile game," but if you sit down and play it you'll find a whole new experience! **Shanghai** is a veritable brain teaser, challenging you to remove every tile. Bounded by strict rules of tile movement, you'll quickly find yourself playing a game filled with intrigue!

BLOCK OUT

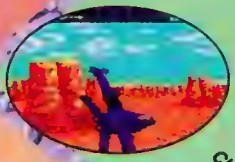
THE 3RD DIMENSION

The Atari Lynx blasts into the third dimension and beyond with **Blockout**! Utilizing the awesome scaling features of the Lynx, **Blockout** faithfully reproduces the feel of the coin-op original! With options enabling over 100 different difficulty levels, **Blockout** is an excellent strategy / matching puzzle game for anyone!

BLUE LIGHTNING

FIGHT IN THE DESERT

Voted Best Hand-Held Game of the Year, **Blue Lightning** offers the best dog-fighting experience ever! Weave in and out between mountains, trees, and oncoming missiles, blowing away enemy fighters at the same time!

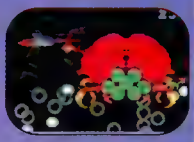


Check out the awesome scaling and detail!

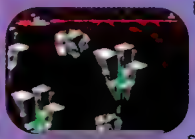
Refuel after each mission and prepare to attack!

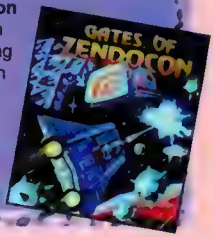
The Gates of Zendocon

SPIDER BAIT!



An evil space spider has woven his web of intrigue and deception to conquer the universe! Only you can pilot through the 51 known dimensions in search of the wretched fiend and destroy its horrible plans for all life! Featuring a handy password option and two difficulty levels, **Gates of Zendocon** has enough side-scrolling shooter action for anyone with guts!





ELECTRO COP

CAN YOU RESCUE HER?

The President's daughter has been abducted, and only you, the **Electrocop**, can free her! Search the abandoned research lab, breaking codes, grabbing advanced weaponry, and face the vicious robot guards who await inside!!

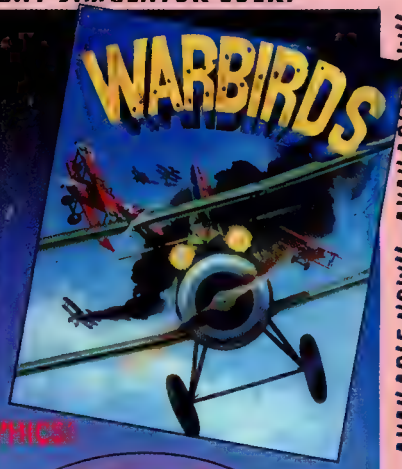
GET READY FOR THE BEST PORTABLE FLIGHT SIMULATOR EVER!

DOG FIGHT!

Now you can take command of the ultimate biplane action ever! **Warbirds** is a World War I fighter pilot simulation!

Simulations seem destined for greatness on the Atari Lynx. It's the fighter jock of Blue Lightning and more. The scaling is top-notch and the variety is incredible! Customize the action with a fantastic options menu. Choose whether you want to be invincible, in good condition, or damaged. You can even pick a mission like the Red Baron for real one-on-one dog fight action!

Of course, for even more fun, grab five of your friends and have them join in to hunt down those bogeys! Each player will get to experience the fascinating 3D polygon graphics scaling rapidly towards them as they hurtle to the ground in a nose dive! Talk about intense!

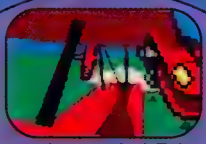


AWESOME POLYGON GRAPHICS!

CLOUD COVER

Hide in the clouds and shut off your engine to get the drop on unsuspecting bogeys. The silence forces them to look for you.

CROWD CONTROL



The more the merrier! Take on up to three squadrons at once! Beware their deadly crossfire as they swoop down from many angles!

In a touchy situation, learn to use your side and rear view perspectives carefully. They can help!

LOOP DE LOOP

The loop-de-loop has always been a favorite trick of most seasoned players. Good pilots can learn to fly upside-down!

BRAKE DEFENSE

One popular technique is to come to a stop when the enemy plane is hot on your tail. With any luck, the bogey will pass right by.

AVAILABLE NOW!!! AVAILABLE NOW!!! AVAILABLE NOW!!! AVAILABLE NOW!!! AVAILABLE NOW!!!

THE INTENSE EXCITEMENT CAN TAKE YOU BY SURPRISE!

AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!!

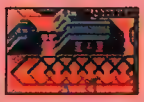
CHOMP!

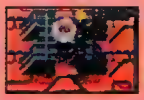
Pacman makes his debut to the Atari Lynx in **Pacland**, a scrolling action game based on the popular coin-op title and car-

toon series. Smooth graphics and gameplay make **Pacland** a hit for all ages!

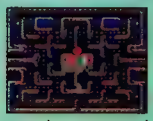
PILOT FOR HIRE...

Did you say money? If so, here's your game! You are hired by the Zarlor empire to destroy the Medicant tyranny. So you loot and pillage the planet in the wake of destruction? I'm sure they won't mind, but if you play with a friend or two, make sure they are on your side.

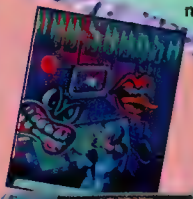




DOUBLE CHOMP!



The Queen of video games is back for more on the Atari Lynx! Cool intermissions, good graphics, multiple levels, and perfect sound effects make **Ms. Pac-man** a classic arcade translation to the Lynx! This time, the patterns have been changed for those of you who mastered other imitations. **Ms. Pac-man** is out to prove that she is not just a femme Pacman!



THE BEST OF THE BEST...

Fight a friend with the Comlynx!

You are the best Robosquasher on Earth, so the Federation has recruited you to be their warrior in the battle with the Rebellion! Keep the red ball in play with your paddle, trying to catch your enemy off balance to splat 'em good! Grab the power ups to help your cause to win planets and cut off the Rebellion in their tracks. Awesome scaling!

XENOPHOBE

Kill or Be Killed!

Up to 4 players can join in the excitement of the arcade translation of **Xenophobe**. Exterminate the aliens infesting multi-layer star ships and planets!

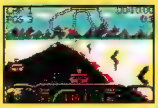
PUSH THE ENVELOPE TO 219 MPH!

ON YOUR MARK...

GET SET... GO! Race off in a new direction with **Checkered Flag! Checkered Flag** is **the** ultimate racing game. No other racing title has such a broad options mode. You control the tracks, the difficulty, and the number of cars. You can change the color of your car, your transmission, and even the sex of your driver - either male or female! One of the best features is the sheer number of tracks to choose from! You can rev up your engine and blaze a smoky trail of rubber down 18 different tracks! Some tracks are chock full of hairpin turns, others are speed demons with plenty of straight roads. Beginners, choose the automatic tranny. However, for maximum performance, choose the 7 speed transmission. Only you can shift gears in this mode and while it's tricky, the engine provides you with greater acceleration and overall speed. For the most intense driving action, **Checkered Flag** is it!

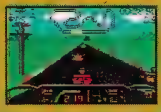
RIDGEWAY

There is only one tight turn and you're home free!



GRIZZLY FLATS

Only one straight shot to get ahead, then watch out!

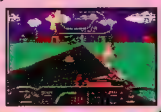


SKULL VALLEY

This track is a piece of cake! Nothing tight here...

GREAT BEND

Watch out for the ultra tight turns on this rough road!

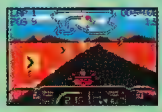


PALM SPRINGS

Nothing but quick, hard turns to ruin your day!

DEATH VALLEY

Don't be fooled by the first stretch. No wimps here!



REEDPOINT

Take a break from the tension and rest on this track!

LOGAN SPEED

Only the best of the best are going to win here!

WOODLAND

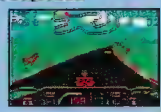
This track is just one large circle. Beware the top turn!

EAGLE BEND

Three nasty turns and the rest is a piece of cake!

VICTORVILLE

Up to five hairpin turns. The victor gets the spoils!



PHOENIX

Mostly straight, with two tricky corners.

FARMINGTON

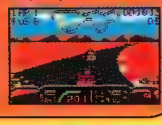
No real straight-aways here, just curves all over!

MIAMI

Two vicious hairpin turns!

BLACK CANYON

Only a seasoned player can't handle this track!



MOUNTAIN VIEW

You'll go batty with the wicked little turns everywhere!

COLDWATER PASS

This track is a warmup for the pros!

DARLINGTON

Again, only two nasty turns and the rest is history!!

AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABLE NOW!!

SCORCHING NEW LINE-UP!

BURNING THE CHARTS!

Thanks in part to high consumer response and a professional programming team, over twenty new titles are storming the Atari Lynx! Due later in the fall and winter, these games are quality through and through, tested by professional gamers and technicians for logical errors and playability. There's no need to look anywhere else for 16-bit excitement! The Atari Lynx is the only true 16-bit system that goes where you do, with product support unmatched by few. Do you want arcade and original titles? Look no further...

CABAL

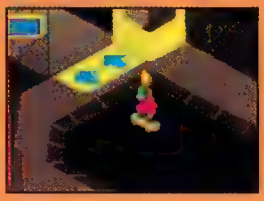
A MAD MAN'S DREAM...

Guerilla war at its best! You are a mercenary hired to infiltrate and destroy the headquarters of a mad man bent on conquering the world. His outer defenses are too strong for aerial or ground attacks, so you are forced into stealthy maneuvers. Take out each defensive bunker and head to the next exciting challenge. The final fortress awaits your arrival! Shoot buildings and enemies to gain power ups and medical attention. Learn to master the somersault defense. The special scaling and 3D graphics are superbly done! ***Coming 4th Quarter 1991.***

720°

I'M DIZZY...

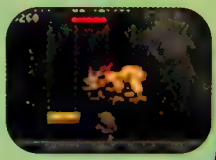
The arcade classic is now hitting the Lynx! The amazing skateboard stunt game will have the same test tracks, overhead 3D view as the original! 720° is still a multi-scrolling extravaganza, scrolling in any direction smoothly and cleanly. All of the original power ups are still present, from super powered jump shoes to ultra quick boards. Grab money and perform tricks to enter four contests in each area. While you're at it, beware the killer bees and the punk rockers. The rampaging musclemen will be happy to grind your face into the turf and break your board in two! If that's not enough, wait until you face the challenge of the slalom, the jumping course, the high speed ramp, and the halfpipe trick contest! Other skaters are here, too, and they don't want you to win. In fact, they do anything to knock you off your board and slow youslow. This is the ultimate skateboard action! ***Coming 4th Quarter 1991.***

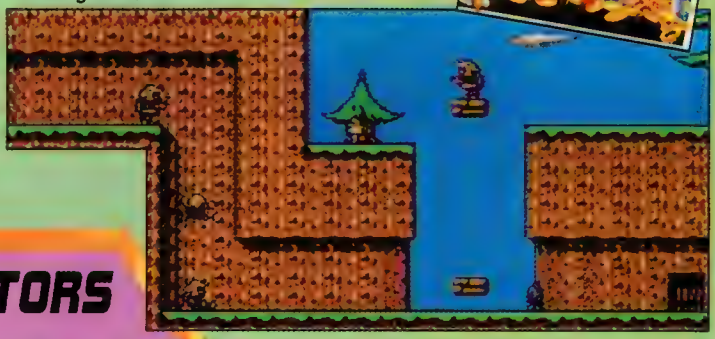


VIKING CHILD

BORN WARRIOR

Enter a land where dragons run free and fairies may be found in your soup. Kings still reign supreme and wizards are found around every corner. Your fair princess has been captured and is being held in the castle of an evil sorcerer. You are the **Viking Child** - son of a viking warrior and you are honor bound to rescue her (besides she's a good-lookin' babe)! Start out with nothing but your trusty sword, and fight your way through cities, caverns, and castles, gaining treasure and items all the way!
Coming 3rd Qtr 1991.

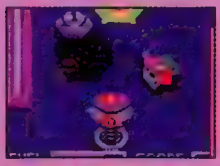


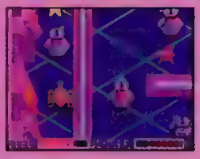


VINDICATORS

INFILTRATION!

Ever wanted to take control of the most powerful super tank in the galaxy? Probably, so get ready! **Vindicators** is set in a futuristic city overrun by a ruthless tyrant. Its your job to vindicate the city from his grasp. Of course you'll need a little help along the way, so grab a Comlynx cable and have a friend join in! Remember to pick up fuel and weaponry along the way, but don't squander your time! This Atari coin-op to Atari Lynx conversion leaves nothing behind! All of the original gameplay, graphics, and music is here, completely restored!
Coming 1st Qtr 1992.





DIRTY LARRY

SUPER COP!

Take the role of Dirty Larry, the baddest of the good cops! He's out to rid the city of evil and wrong-doing while a mysterious crime lord attempts to loot the city for all its worth! Challenge multiple levels while patrolling the streets. Each

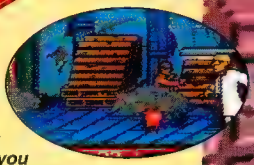
area consists of a side-scrolling level filled with danger! Punks and evil henchmen lurk around every corner. Even suicidal arsonists will try to put you on ice. Luckily you will have plenty of support with weapons galore and medical supplies strewn everywhere! Control huge on screen characters as you punch, shoot, and blast your way through each section.

Watch out for the arsonists!

Grab the power-ups to boost your bullets and other weaponry that you'll use in your quest to best Mr. Big!

THE WAREHOUSE!

The Warehouse areas are loaded with obstacles like crates and machinery. The crooks have some pretty ugly weapons and can use powerful grenades to put you out of commission! Avoid these hazards as you work your way through the round, but be sure not to ignore the special enhancements that are strewn across the level. Grab every power up that appears and take the criminals down with some cold-fisted justice!

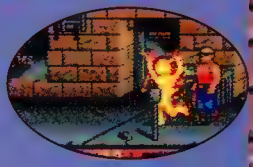


THE MAIN DRAG!

Now that you're out in the open, the enemies are coming from all sides! Punch, shoot, and bomb your way through the hordes of criminals and psychos to reach your goal at the end.

Nearly every type of enemy is present here, and they come out in groups of three or four! Medicine is hard to find also, so bone up your courage and keep firing!

Be especially careful of the suicidal arsons! They will fry you to a crisp!



THE SUBWAYS!

The bad dudes are driving off the good citizens of the city in the subway! Clean up this disgusting garbage and make the subways safe again! Psycho baseball sluggers are controlling the train and they plan to make a grand slam out of you! Keep they at bay with your gun or bombs. Your fists are no match for solid oak! Other enemies are weaker, but they move fast and have weapons that can be thrown or shot, like a knife or gun. Use your impressive martial arts to disarm them and just plain ruin their day!

LOOK FOR LARRY COMING 4TH QTR 1991.

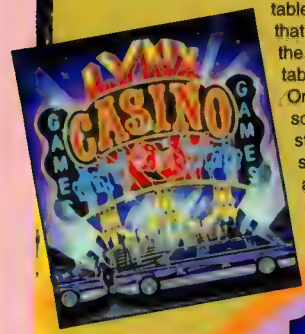
DIRTY LARRY

LYNX CASINO

PLACE YOUR BETS!

Now the Las Vegas experience can follow you home with **Lynx Casino**! If you feel you have a hot hand, try your luck at the craps table! Or, if you've got that ace up your sleeve, the poker and black jack tables are waiting. Once you've gotten some spare change, stroll over to the slot machines and try for the jackpot! To really get some big bucks, master the roulette wheel! Check out the casino action and try your luck! You've nothing to lose in this garden of chance, but you have everything to gain!

Coming 3rd Qtr 1991.

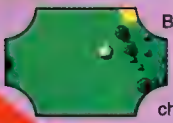


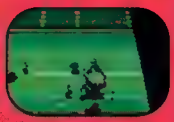
AWESOME GOLF

FORE!

Bring home real golfing excitement with **Awesome Golf** for the Atari Lynx! This simulation lets you adjust your stance, choose your club, check the wind, and control your swing. The golfer animation is unbelievably smooth and the ball physics are realistic! Play in the U.S.A., Japan or England.

Coming 4th Qtr 1991.

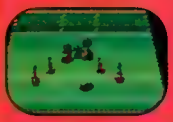




GRIDIRON ACTION!

Good day, sports fans! It's the 21st century, and **Cyberball** is here! Robots replace men is this football free for all too tough for mere flesh. Defuse the nuclear ball and score to gain money credits for upgrades and recruiting. You go from plastic to platinum when you upgrade, but even a platinum robot will explode if it's caught with a critical ball! To top it off, you get to call all of the plays as well. Use a crushing defense, a passing offense, and go for the end zone! One to 4 players can play at once!

Coming 3rd Qtr 1991.



Defuse that ball before it blows!

TOURNAMENT CYBERBALL

THE NEXT GENERATION OF GAMES IN ALMOST HERE!

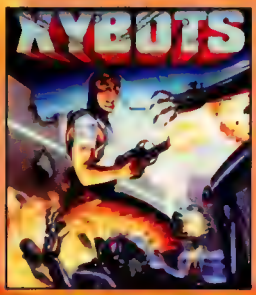
XYBOTS

MAZES!

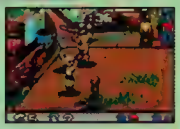
Fresh from the arcade comes **Xybots**! This scaling land of mazes is a perfect translation of the coin-op! All of the original powerups, enemies, and weaponry are here. The amazing detail and smooth graphics are mind-blowing to say the least! Any fans of the coin-op will want this great 1 or 2 player game! Buy power ups after each maze with coins found in the levels.

Coming 3rd Qtr 1991.

Awesome scaling!



BASKETBRAWL



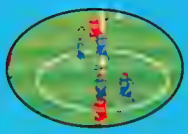
CRUISIN' FOR A BRUISIN'?

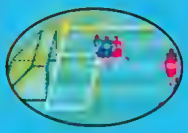
Ready for a rough, tough game of **Basketbrall**... with no rules? Knives and fists are common on this court, and mercy is a wimp word.

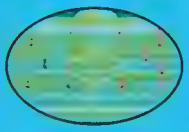
Keep an eye on the ball and your back as you race down to score! No ref is present, so fouls are a thing of the past. Do you want to win? Then get down and dirty and punch out your opponent to steal the ball! For 1 to 4 players!

Coming 4th Qtr 1991.

WORLD CLASS SOCCER







GOAL!!

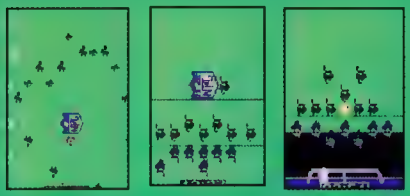
For the ultimate in realistic soccer action, grab **World Class Soccer**! Up to four players can join in with the Comlynx cable and rip up the field! The action scales in and out with close up action shots of place kicks, head butts, and drop kicks! If you play against the computer, get ready for a challenge! Only top-notch players can win!

Coming 3rd Qtr 1991.

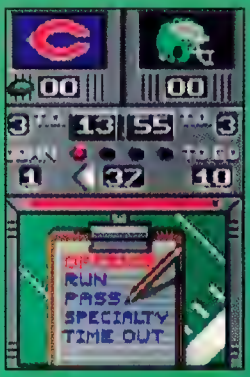
THE ONLY OFFICIAL NFL TITLE TO TAKE THE GAME ON THE ROAD!

HUT ONE! HUT TWO!

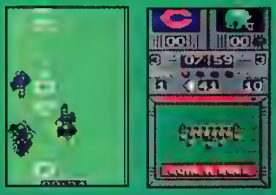
HIKE! Run for a touchdown, catch that long bomb, or try an option play! You can do it all in **NFL Football**! After every bone-crunching hit, you can feel the grit and sweat dripping off your war-torn body! You call the plays! Send your corner back out for the quick interception. If nothing else, maybe you can knock that pesky ball loose with a super powered tackle. How about the quarterback? He looks like prime sack-bait. Go for it! On offense, always look over your shoulder before throwing that fateful pass which can win or lose a close game. The timer is always ticking, so don't waste valuable time deciding on your next move. Sometimes gut instincts are best, so sit back and enjoy the high resolution graphics, realistic game play, and the cool scaling for ball control! No other football title comes close. **NFL Football** is one of the best sports 1 or 2 player titles available for any video game system - now on the Atari Lynx so you can take the game with you!



NFL Football is a side vertical scrolling game, and the perspective scales in and out depending on where the action is. There's no telling when a hot play will erupt in your face! Keep your eyes on the ball and take it down the sidelines!



You have multiple view screens with which to select various options on offense and defense.

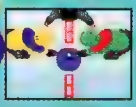


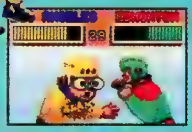
REAL FOOTBALL ACTION!

HOCKEY

HAT TRICK!

Icing! Checking! Penalty! Grab your hockey stick and play **Hockey** on the Atari Lynx! This is true 16-bit hockey action as you hit the ice and chase the puck. You quickly get the feeling of skating on ice with the realistic play mechanics. When the game gets a little rough, you may just get into a nasty slugfest with your opponent! Battle it out in a closeup panorama, punching and ducking every blow! The action never stops! ***Coming 4th Qtr 1991.***



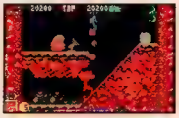


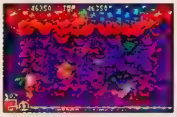
OOF!!

TOKI

MUTANT MAYHEM!

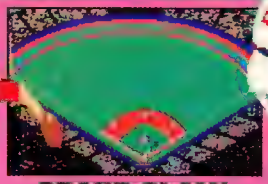
You are the good mutant Toki, and you have been turned into a monkey by an evil wizard. You begin your quest to save your girl in the forest, and work your way through caverns and mountains! The enemies you destroy leave behind power icons which can change or power up your attack. Based on the arcade coin-op, **Toki** is sure to succeed! ***Coming 4th Qtr 1991.***





Will Toki triumph or will evil reign supreme?

BASEBALL HEROES



GRAND SLAM!

To round out the existing and upcoming Atari Lynx sports titles, Atari presents **Baseball Heroes** for the Lynx! Listen to digitized voices and the crack of the bat! Sound effects never seemed this real! Then, watch the ball scale when you blast it out of the hemisphere! Check your player stats to see your strengths and weaknesses, then choose your starting lineup. Play ball! ***Coming 4th Qtr 1991.***

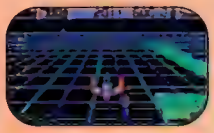
GEO DUEL

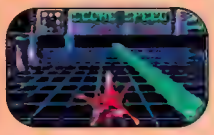
3D ACTION!

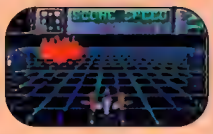
By far one of the most intense 3D games. Geo Duel utilizes the Lynx's hardware scaling to the max! You pilot your ship over a city, zapping the enemies that approach from every angle. You may trap your opponent and smash him into oblivion, if you desire. Behind you, up to four opponents with individual views are racing to catch you! If they do, you and your ship are instant space dust! Grab weapon power-ups that float by and destroy enemy walls in this futuristic first-person game.

Available April 1992

Catch floating weapon icons to change or increase your weapon's strength.







RAI-DEN

Code Blue!

Gear up for Atari's arcade translation, Rai-Den, a vertical-scrolling shooter with the best arsenal of weapons anywhere. Challenge the huge round bosses to one-on-one air combat, where only the victor flies away alive!

Supporting this incredible shooter are not only a vast array of enemy weaponry, but also one of the best selections of power-up enhancements that you'll find in any video game!

With its intense blast-em-up action and superior graphics and animation, Rai-Den has no equal.

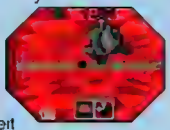
Available June, 1992

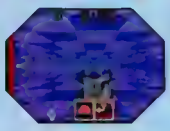
HYPERDROME

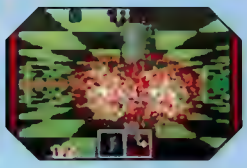
SCORE!

In the 22nd century sporting games are being replaced by faster-paced, robotic versions. Hyperdrome is a future soccer game where you ride in a robot shell. The play field is a large double grid, and you fly in the center. When you pick up different objects, each with a different value, you must shoot or carry them toward your goal. After rearing up for the smash, blast the object in the goal for mega-points and a quick celebration. Still, you don't have all day to make your shot. The timer is constantly ticking away, and if it reaches zero, you forfeit your possession. Shoot an opponent and steal his merchandise to put in your own goal for even more points!

Available March 1992







PIT FIGHTER

GRUDGE MATCH!

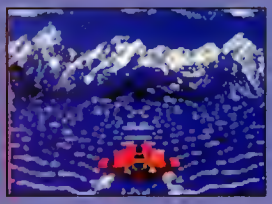
Hey, you! Wanna fight? If so, take the kid gloves off and grab **Pit Fighter**! Using digitized graphics from the arcade classic, **Pit Fighter** is a fighting gamer's fantasy! Each contestant has his or her fighting style with individual strengths and weaknesses. When he's down, go on and pelt him with a few cheap shots. Brutality wins bucks in the pit! Of course, the Executioner (the final obstacle) has a horrible fate in store for you... if you even make it to this pinnacle of strength! Pick Kato for speed, Ty for overall excellence, or Buzz for obliterating power!

Available March, 1992.

Awesome digitized graphics and scaling!

HYDRA

THE ONLY HOPE

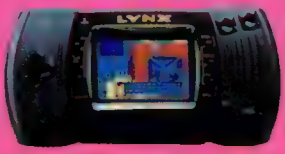


You are the lifeline to the Resistance troops fighting far across the ocean. You must safely transport supplies and ammunition back and forth from headquarters to the front line in your hydro-plane. The enemy knows your mission and is waiting to stop you cold. Blast them out of the water and the sky to reach your final destination. Grab weapon icons to power ups your guns for a more effective attack. Don't miss the final assault, it's worth the wait.

Available March, 1992

ROLLING THUNDER

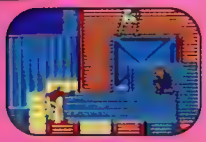
SPY TIME



You are the number one secret agent of the world. You never get shot, you always get the bad guys. Still, you are a one-girl guy, and she means a lot to you. So, when you learn of her kidnapping, it stands to reason that you'll stop at nothing to get her back! Using your gun and amazing agility, go after your woman and blast the robotic thugs holding her. Who is the mastermind behind it all? Nobody knows, but you'll be the first to find out! Near-perfect scrolling added with excellent sounds combine to make this a faithful translation of the arcade classic.

Available February, 1992

Check the doors for more ammo!



STRATEGY SESSION!

CALL THE ATARI HOTLINE!

Here are some top gaming tips to raise your scores to new heights! Even the best gamers can get lost in a huge planet like **Slime World**, or flattened by alien pests in **Xenophobe**. Now the Lynx Hotline is available for tips and strategies:

1-708
CRY-LYNX
(2 7 9 - 5 9 6 9)

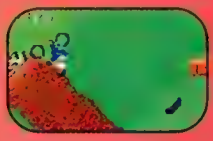
CALIFORNIA GAMES

BIG BONUS POINTS - Get a huge amount of points (279 to be exact) immediately after the second hump! To accomplish this great feat, you should follow these important steps:

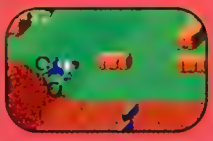
1. Perform a loop right from the beginning and hop to the first hill. 10 points so far.

2. Stop at the top at take a breather. Start up again and try to land squarely on the little ramp below. This will give you a extra boost of speed and 13 more points.

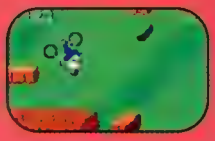
3. Right at the last second before your bike plummets over the drops, do a loop. If you did the jump correctly, you will touch down on the tip of your bike's front tire twice, then quickly spin forward and land squarely on the second hill! After you recover, look at your score: 270 points!!



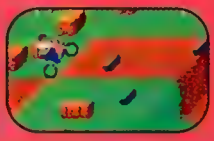
A humble beginning...



We're off to the races!



The first jump of fate!

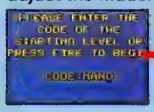


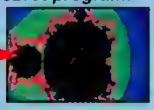
279 bonus points!!

CHIP'S CHALLENGE

SECRET MANDLEBROT PROGRAM

Enter the secret code MAND to view and adjust the hidden Mandlebrot program!





HIDDEN CODES

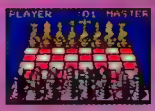
The special level CYPHER is actually composed of the letters of level codes! Take a really close look at the passageways and you'll gain the codes to levels 82, 137, and 146. Level 146 is a special world of four of the hardest challenges yet!

ZARLOR MERCANARY

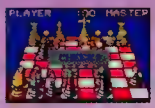
SECRET LIFE PROGRAM

From the character select screen, hold down the OPTION 1 button, press the joypad UP, DOWN, LEFT, RIGHT, and UP. The screen will change to the life program. This program will simulate a bacteria colony, calculating life death, and rebirth depending on isolation, over-population, and perfect harmony!

TELEGAMES – THE FIRST LICENSED PUBLISHER FOR THE ATARI LYNX!

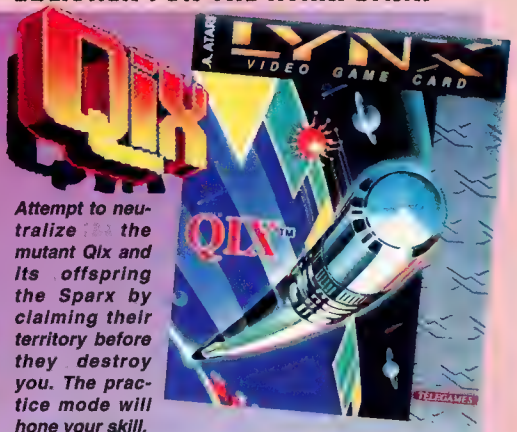


Face the master or another player in a race against time or patience! The options screen lets you make the next move!



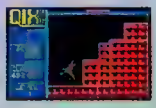
THE FIDELITY ULTIMATE CHESS CHALLENGE

Based on the powerful Fidelity Electronics chess computer programming, the Fidelity Ultimate Chess Challenge is the most powerful chess game ever!



Attempt to neutralize the mutant Qix and its offspring the Sparx by claiming their territory before they destroy you. The practice mode will hone your skill.

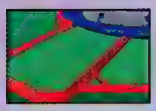
Challenge over 256 levels! For one or two players.



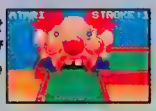
QIX

TELEGAMES FIRST... ...BEST! TELEGAMES

KRAZY ACE



This is the first miniature golf game for the Lynx!



Genuine putting skill is required to navigate this treacherous miniature golf course! Alligators, gorillas, clowns, and other mysterious wonders lurk around every corner, just to make your golf game miserable! For one to four players!

THE GUARDIANS: STORM OVER DORIA

The Guardians have been summoned to the Kingdom of Doria to help overthrow Quellin, an evil magician who has kidnapped Prince Creshin and stolen the Crown of Versilles. The mystical crown gives its wearer the power to control weather! The Guardians must locate the Prince and the Crown to defeat Quellin, or witness the destruction of Doria! The Guardians is in a 3/4 overhead perspective, and players must learn new spells, gather items, and look for clues to the Crown's whereabouts. Along the way, fight over 23 different monsters, use multiple weapons, and talk to anyone moving.

Guardians is the first REAL RPG available for the Lynx, set to arrive during February of 1992!

THE OFFICIAL 1991 LYNX CONTEST

OVER $2500 IN PRIZES!

Enter the **Official 1991 Lynx Contest**! Simply answer all six questions on the entry form, mail it in, and you will be eligible to **win up to $2500** in Lynx hardware and games. Enter before **January 31, 1992.** Winners will be selected by *Electronic Gaming Monthly Magazine*!

1 Which of these advanced features is standard on the Atari Lynx™ ?

A. 3.5" full color screen (largest of any handheld)
B. Hardware scaling
C. Adjustable backlit screen (with battery saver option)
D. Full 16-bit processor
E. Stereo sound (see director/weights pg)
F. All of the above

2 In Lynx CHIPS CHALLENGE™ video game, Chip is a distant admirer of what member of the Bit Buster Club?

A. Madonna
B. Melinda
C. Roseanne
D. Cher
E. Twiggy
F. None of the above

3 The Lynx video game system is expandable with which of the following accessories?

A. Kit Carrying Case
B. Pouch
C. AC Adapter
D. ComLynx™ Cable
E. Auto Cigarette Lighter Adapter
F. All of the above

4 How many Lynx video games titles are available now?

A. 5
B. 7
C. 10
D. 27
E. 13
F. 9

5 From this list of HOT soon to be available Lynx video games, which game has robots playing a football free-for-all in the 21st century?

A. Xybots
B. Basketbrawl
C. Tournament Cyberball
D. Vindicators
E. 720°
F. Toki

6 Which two Lynx titles do you most want to own?

1. _____ 2. _____

*Name*_____

*Street Address*_____

*City*_____ *State*_____

*Zip Code*_____ *Age*_____

One winner per household.

The GRAND PRIZE WINNER will receive the *complete* New Advanced Atari Lynx video game system, containing the Lynx Carrying Case, Lynx Pouch, AC Adapter, Auto Cigarette Lighter Adapter, Comlynx Cable, *plus* a complete library of *all* Lynx titles available, 39 titles in all! *In addition*, the GRAND PRIZE WINNER will receive a $100.00 certificate for purchase at any Toys-R-Us store.

Each of the three first prize winners selected will receive the Hot New Advanced Atari Lynx video game machine, A Lynx AC Adapter, and *any two* Lynx Video Games of their choice, *plus*, a $50.00 certificate for purchase at any Toys-R-Us store!

The five second prize winners selected will receive *any two* Atari Lynx Video Games of their choice.

MAIL YOUR ENTRY TO:
The Official Lynx Contest
1920 Highland Avenue
Suite 222
Lombard, IL 60148

GRAND PRIZE
1 WINNER

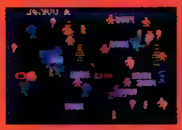
1ST PRIZE
3 WINNERS

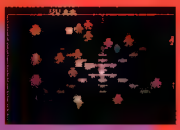
2ND PRIZE
5 WINNERS

PREPARE FOR TWO OF THE HOTTEST THIRD PARTY TITLES TO DATE!

ROBOTRON 2084

In the far future, man has created a superior race, a race that determines that humans are inefficient, and therefore must be exterminated! Due to a genetic error you have bestowed the power to destroy the master race so humans may live. Stop the Robotrons and save the Human Race!



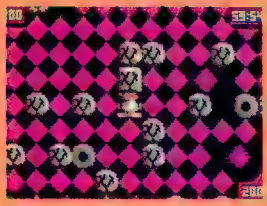


Surrounded! Blast your way free!

Rescue the humans in a last ditch effort to save them from extinction! The Brainiacs turn human into mutants programmed to kill! Good Luck!

CRYSTAL MINES II

Hey! Watch your step! You almost blew it! Here in the Crystal Mines caverns, every step can have a downfall, every move a mistake, every leap a lesson. So the next time you feel like just jumping and running, you better head for a different games Crystal Mines II is only for those of us with patience and skill. Move those rocks to find the way out or die trying!



COLOR DREAMS

SHADOWSOFT!! COLOR DREAMS!! SHADOWSOFT!! COLOR DREAMS!! SHADOWSOFT!! COLOR DREAMS!!

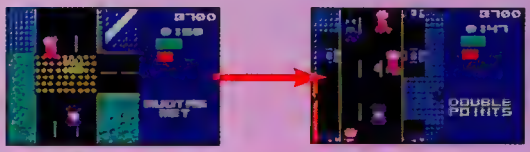
KLAX

565,000 POINTS!

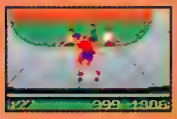
This is by far the best Klax trick yet! Drop the blocks as shown to get massive points!

APB

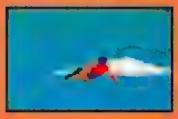
FOR HIGHER POINTS - The best strategy is to obtain your quota first, then pick up money bags. When your quota is full, everything is double points. If you pick up a $5000 money bag, you get $10,000!!



CALIFORNIA GAMES - HALFPIPE



MEGAPOINTS - Get up speed and hold your turn as long as possible for 999 points.



BILL & TED

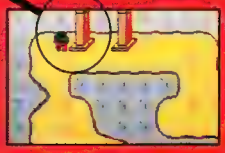
AVOID THE TIME PARADOX - Throughout your travels, you have an invisible enemy, time! If you take an object from one era and forget to replace it, you create a time paradox and lose! The first instance of time paradox occurs if you forget to replace the staff note by the pillar.

HEY DUDES, IT'S US! THE STAFF IS IN THE LARGE PYRAMID. BUT THE FIRST STAFF YOU WILL SEE IS BOGUS!

(REMEMBER TO HIDE THIS MESSAGE FOR US EARLIER, DUDES.)

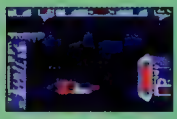
The staff note holds valuable information from yourselves, dudes! Use it, then put it back where you found it (so you can find it again, of course).

BONUS HINT: Remember the Gold Nugget you bribed the Egyptian guard with? You need to find a suitable replacement...

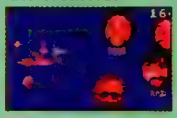


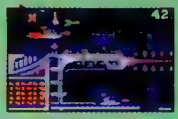
GATES OF ZENDOCON

HIDDEN STAGE - On the level TRYX, if you immediately move down and to the right, you will pass through the floor and find a secret exit. This will transport you to a nameless level filled with the faces of the game's creators! Blast them for powerups and points!

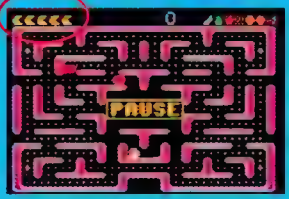


Be ready to pick up the weapons and powerups when you fight the faces of the creators!

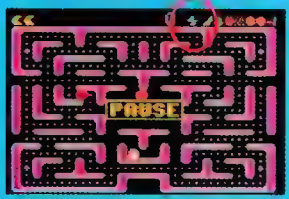




MS PACMAN



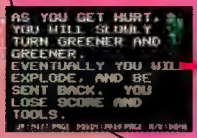
6 LIVES - Press PAUSE, OPTION 1, B twice, A twice, UNPAUSE. Now enjoy a long game with six extra lives!

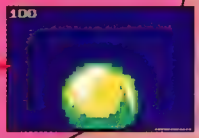


SPEED BOOST - Press PAUSE, OPTION 1, A twice, B once, OPTION 1, and a lightning bolt should appear. UNPAUSE and press B to use the speed boost!

SLIME WORLD

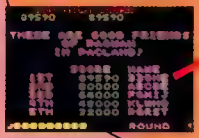
TO ENTER THE PULL THE ZIT GAME - Go to the summary screen that shows Todd fully green, then hit OPTION 1. When the Zit appears, start hitting the buttons until it pops! Yuck! If you have two players, you may compete against each other!

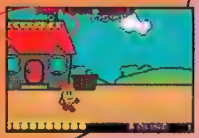




PACLAND

10 EXTRA LIVES! - To get ten extra men, play the game and get the high score. Then put 330NE (three-three-zero-N-E) as the high score name. Now, as long as that's the high score, you'll have ten extra lives when you start the game!





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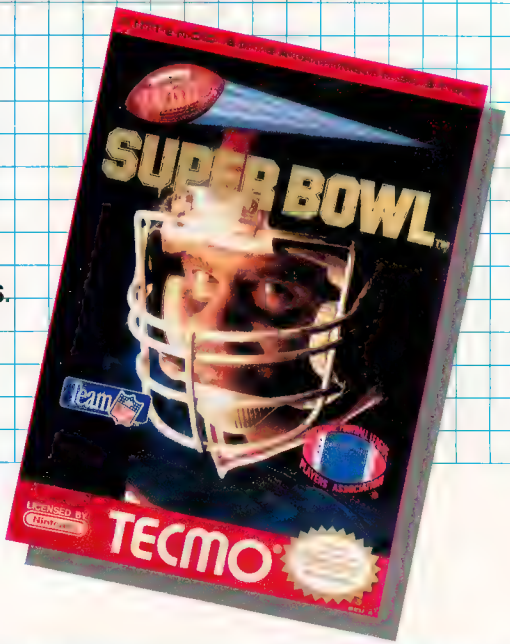

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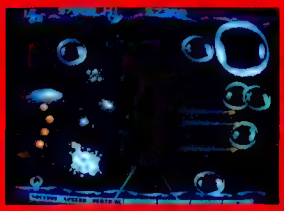

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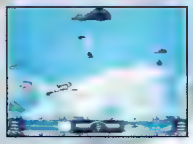

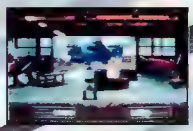

For the Super Nintendo Entertainment System.

Disney SOFTWARE

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SUPER NES

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insert coin

SUPER 16-BIT HARDWARE! SUPER CHARGED GAMES! SUPER NINTENDO!

A new era has dawned on the video game hobby and its potential impact may very likely dictate the future of gaming as we know it today. With advanced game hardware available from Sega and NEC, Nintendo has at last made their own launch into the 16-Bit arena with their new Super NES!

Unlike any other consumer game system before it, the Super NES captures the crisp color and detailed graphics that today's players are demanding. In addition to the basic improvements in sights and sounds over the blockbuster NES, however, Nintendo has thrown some extra goodies into their machine that are guaranteed to help it stand apart from the crowd.

First and foremost, Nintendo has given their new hardware the extra muscle it needed to accomplish advanced special effects like scaling and rotation. These two features, when activated through the software, allow the Super NES to display visuals unlike anything you've ever seen before!

Secondly, Nintendo hasn't lost sight of the fact that music, sound and speech can play an important supporting role in the success of a video game system. They're to be commended on the audio chips inside the Super NES which, represented by games like Actraiser and Final Fantasy 2, blast out the best tunes I've ever heard from a home system - including some CD-ROM games!

In short, the Super NES, which EGM previewed over two years ago, has lived up to the promises that Nintendo made. That's not to say the system isn't without its shortcomings. The most important flaw in the Nintendo 16-Bitter is the unit's inability to display a large number of different items on the screen at the same time. From the initial games that we've previewed, a combination of flicker and game slow down has occurred that severely detracted from our overall enjoyment of the games. This is especially true when the game throws more objects on the screen to make contest even more challenging. Game players don't want to finish their new games overnight and when some of the titles actually get easier, because of unexpected slow-down, it defeats the purpose.

Despite such problems, many new and exciting possibilities are now open to game developers and players alike as we enter the next phase of video gaming with the Super NES!

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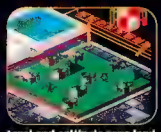

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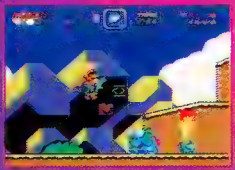
CIRCLE #199 ON READER SERVICE CARD.

SUPER NINTENDO IT'S HERE!!!

The Long awaited Super NES is finally available to the U.S. gaming public. The first few pieces of this fantastic unit hit the store shelves on August 23rd, 1991. Nintendo, however, released the first production run without any heavy fanfare or spectacular announcements. The original system known as the Super Famicom in Japan was uncovered by EGM over 2 years ago in an article that detailed the marvelous features of the machine. Ever since the knowledge of this system was exposed, an unparalleled anticipation has been building even though Nintendo denied the very existence of a 16-Bit system in development. Now the 8-Bit market is on its lasts legs due to fierce competition from the super successful Sega Genesis and the TurboGrafx-16. Nintendo has unleashed their weapon and the real 16-Bit battles begin this Christmas as gamers and parents are faced with a choice between 3 high powered video game systems. The Super NES is the only home video game system capable of performing true scaling and rotation functions. The results are truly phenomenal and titles such as Nintendo's F-Zero and Pilotwings are perfect examples of these advanced effects. The Super NES also has the largest palette of colors available on any existing 16-Bit system. Compare a whopping 32,768 colors to Genesis and TurboGrafx-16's palette of only 512 colors. Unfortunately the Super NES also has the largest price tag among the competing 16-Bit systems. Coming in at just under 200 dollars. The machine also has a very bad problem with flicker and slow-down when a large number of characters appear on the screen. Regardless, the next Nintendo is here!

Nintendo's Super NES



Super Mario World

F-Zero

Pilotwings

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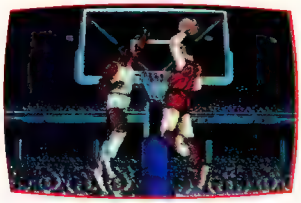
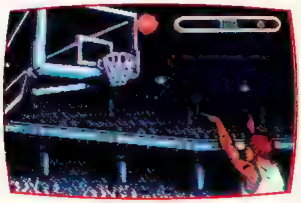
Trash all those other basketball cartridges! ULTIMATE BASKETBALL™ captures all the thrills and intensity of a real full-court basketball game. You are in command; leading the court, making the plays, and scoring the points.
Want close ups? Go for the slam or a 3-pointer and let the full-screen animation blow you away!
When your men start to drag, you can substitute some fresh blood.
It's all jam packed into one NES cartridge, pro-basketball at your fingertips!



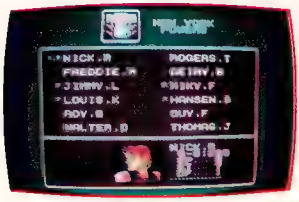
Zoom into the action



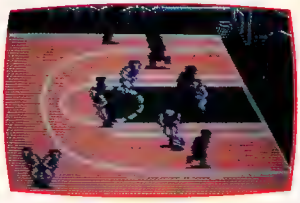
Be a part of the action–not just a spectator

See your shots–up close and personal

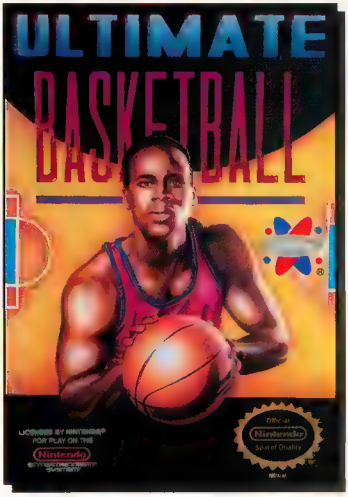
You control full court movement



Pick your starting line-up



Team up with a friend against the computer



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CIRCLE #118 ON READER SERVICE CARD.

BAN DAI

ULTR

- Detailed 16-bit graphic
- Realistic sound effects
- Dymanic action
- Monstrous creatures

SUPER NINTENDO ENTERTAINMENT SYSTEM

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MAN

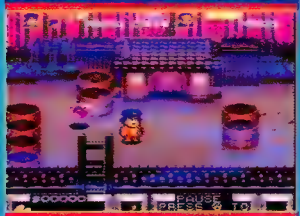
Gigantic and treacherous aliens are invading Earth. They are destroying our cities and leaving chaos around the planet. There is only one hero powerful enough to eradicate these creatures...ULTRAMAN!! Part human, part super being, he's got what it takes to eliminate the evil aliens once and for all. Ultraman uses his special weapons along with martial arts, wrestling, and street brawling skills to fight off each attacking monster.

CIRCLE #119 ON READER SERVICE CARD

SUPER NES REVIEW CREW

Super NES - Konami
Legend of the Mystical Ninja

Type: Action Release: Oct.
Levels: 24 Difficulty: Avg.



The second in Konami's Super NES releases, the Legend of the Mystical Ninja throws almost every game theme you can think of into the same pot, throws in several unique features and stirs them together in a multi-round quest to stop a horde of sinister forces.

Either alone or with a friend, you must overcome the dangers presented and locate a myriad of hidden items and games to win!

Super NES - Capcom
U.N. Squadron

Type: Shooter Release: Now
Levels: 10+ Difficulty:Easy

Based on the sleeper Capcom arcade title, U.N. Squadron mixes intense shooting action with just a drop of strategy against a battlefield setting. As a pilot from Area 88, you must repel an enemy invasion advancing by land, sea and air with your fleet of special aircraft. In addition to the main contest, you must also collect the bounty for destroying each opposing vehicle and use that money to upgrade your craft.

Q-MANN

Yes, the one and only Quartermann DOES play games as well as hunt for gossip! He's still jammin' to Super Ghouls although he's now using his behind the scenes contact to rip apart the ultimate Super NES cart to come from Konami!

What a game! Talk about overkill, Mystical Ninja has it all! From cameo appearances of your all-time favorite Konami hits to some solid one and two player options, this game has it all! The graphics are too cheesy for me, with lots of pastels, but besides that it's killer!

U.N. Squadron is a pretty cool Super NES title with a smooth setup and hard delivery. But overall I really didn't get blown away by anything in the game. The weapons upgrades were nifty and the bounty-hunter aspect of play was original, but the action never totally clicked.

MARTIN

With most of the new Super NES softs behind him, Martin is now turning his attention to the Super NES adaptation of one of his all-time favorite video games, Thunder Force 3! With Thunder Spirits in his hands, Martin couldn't be happier!

This cart has the kind of game play that made the NES carts so fun to play. There are plenty of different options and little bonuses such as a miniature arcade that actually lets you play games. Cool graphics and an awesome soundtrack make this one of the better Super NES games.

A shooter for the Super NES that isn't plagued with the annoying "slow motion" found in Super R-Type and Gradius 3. Spectacular graphics and sounds as well as a huge arsenal of weaponry make this the most impressive shooter available yet. I wish it was a little more intense.

ED

Just back from Japan, Ed is still carrying the jet lag in his rapid fire finger. Perhaps that could explain the lower scores he's been posting on Castlevania 4, or maybe he just realized that the Super NES control pad doesn't have a slow-mo!

Finally, a unique game that has all sorts of neat and amazing tricks that will dazzle your mind! Hilariously cute and comical creatures and play that is really impressive. Even the short games that you can play (from pong to the actual Gradius) are a great addition! Kudos for Konami!

Capcom is really looking to be one of the best SNES producers yet! UN boasts some very impressive features that most shooters loose out on, like a choice of planes, weapons, and levels. The backgrounds are great, but the cart is a little on the hard side. Still a winner!

STEVE

The head editor and top dog is about to go crazy! Putting together the largest video game magazine has taken its toll on Steve's game time, but EGM's main man is still pounding the points on Super NES favorites like U.N. Squadron!

Legend of the Mystical Ninja is an overwhelming game with fast action and dozens of special playing features. While the game is a gem in the one-player mode, the whole pace of play really picks up when a friend joins in! Despite the odd graphics, a great game!

I totally enjoyed this horizontal shooter. From the style of play that lets you select your targets (as well as pick the difficulty of the opponents) to the multiple plane and weapon upgrades to the sterling graphics and sound support, U.N. Squadron was a blast to play! Just a little too easy.

WHAT FOUL?!

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- Battery back-up lets you save your league for future grudge matches!

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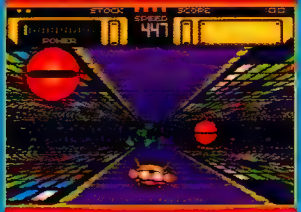
Super NES - HAL America
Hyper Zone
Type: Shooter **Release: Nov.**
Levels: 8 **Difficulty: Avg.**



Hyper Zone blasts you into the future where racing takes on a whole new meaning. As you wind your way down the various patterns that present themselves, open up with your firepower and clear a path of safety for your ship! Defeat the enemies and upgrade your vehicle as you prepare for the ultimate shoot-out on the futuristic roads of the Hyper Zone!

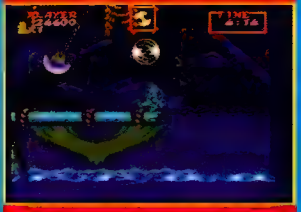
While the first impression you get from Hyper Zone is one of total awesomeness, the three-dimensional tunnel vision effects wears thin quickly. Peel the pretty picture away and what you're left with is a repetitious fire-fight with a lack of power-ups and fewer special features.

Hyper Zone has the looks and sounds of F-Zero, but the game play is extremely limited. You never turn left or right, the game is always straightforward and gets repetitive rather early. The graphics are cool, but there is just not enough game there to hold my interest.

This game was seriously influenced by other pseudo-first person perspective shooters like Space Harrier. Despite this, HAL started with a unique setting for their blast-a-thon, but instead of taking the concept in a new direction, we get the same old thing. In the end I was Zoned out!

Hyper Zone has some cool looks to it, as well as nice sound, but the game play is just too repetitive. I really liked the execution and concept behind the cart but I was always hoping for more power-ups, more options and more game play. Good, but it could have been better.

Super NES - Capcom
Super Ghouls & Ghosts
Type: Action **Release: Nov.**
Levels: 15 **Difficulty: Avg.**



If you've played Ghouls and Ghosts on the Genesis, then you know why it was a hit. This game is not just a translation but instead a whole new adventure created just for the Super NES. All new levels and Bosses, complete with a mix of new and old, populate this cart. Scaling and rotation are also used to their full extent to send Sir Arthur the Knight on a quest to save the Princess that is filled with danger!

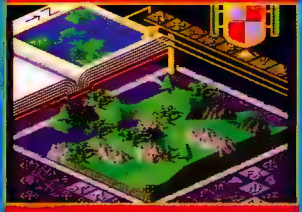
This is definitely the best version of Ghouls and Ghosts to date, with plenty of action, options, power-up and wicked Bosses. The adventure is long as well, so you're sure to get your money's worth. The lack of vertical firepower is a nasty turn of events, but it's blue ribbon otherwise.

I never thought that I would look back and think the Genesis version of Ghouls and Ghosts was cheesy. After playing this cart from beginning to end the difference is like NES and Genesis. Great sights and sounds are backed by solid, super challenging game play.

Awesome, awesome, awesome! As the Genesis game did for its system, the SNES version is truely one of the most impressive carts to date! Everything from screen rotations to blizzard backgrounds to storms at sea are in this cart! A bit hard, but the challenge is welcome!

This has got to be one of the most awesome games you could ever buy for a home system. It takes a little while to get used to the fact that you can't fire up and down, and there is a fair level of challenge, but for the giant Bosses and great game play I can live with the minor drawbacks.

Super NES - Acclaim
Populous
Type: Strategy **Release: Now**
Levels: 900+ **Difficulty: Hard**



Populous has remained a favorite of game players ever since its original introduction on the PC. You are cast in the role of a creator of worlds who must build and populate the lands. Provide the inhabitants of each land with the necessary weather conditions and create a climate condusive to growth. Be wary, however, since there is another who will try to destroy and dismantle all that you have created.

This game has most of the strategy overtones that appeal to computer gamers. I, on the other hand, am not a computer game fan, so it shouldn't be surprising that Populous, which has already worn out its welcome on half a dozen other formats, failed to impress me.

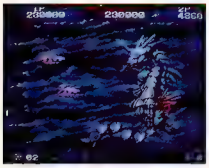
Good translation or not, I don't like this game at all. It's repetitve, boring, and noneventful. The graphics are not Super NES quality and soundtrack is nonexistant. Don't waste your time trying to be a god and don't waste your money on this cart. Poor game, poor theme, poor Populous.

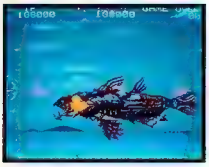
Fans of the PC version will be doing flips for this cart! Even though the game is a bit tedious, it still represents an original concept that takes some thought to win. Not only do you have over 900 worlds to conquer, but also different backdrops help change the repetitive nature.

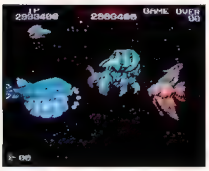
Populous is one of those games that you either like or hate. I don't really mind so much the concept behind the game, but the overall execution is just a little too slow for a blaster veteran like myself. It's not a good game or a bad game in my book - it's just Populous.

PICK YOUR PATH THROUGH THE PLANETS

2 PLAYER OPTION







GALACTIC GUNNERS

DARIUS TWIN™

"So you're the new hot shot pilot for the Galactic Federation, aye? Well lend an ear rookie and learn a few things from a veteran galactic gunner.

First of all, those Silver Hawk warships you'll be flying aren't toys. They are sleek shifty, state of the art battle cruisers with a load of firepower. You'll need every bit of it too! That evil tyrant, Belser, and his metal monster spacecrafts, will fire weapons you've never seen before. And if your maneuvers are any slower than light-speed, you'll be nothin' but space sparks.

Our only chance to save the planet Darius and restore order in the galaxy, is by keeping our pilots alive. I've seen plenty of good pilots go by the wayside because they hit the panic button as soon as they got a glimpse of those oversized monster ships. In other words, keep your composure kid. It's also a darn good idea to fly your missions with a good buddy. After all, any good pilot can use a trusty wingman.

Well kid, it sounds like they're calling your number. I hope we get a chance to talk again. Good luck, rookie!"

SUPER NINTENDO

TAITO™

THE ONLY GAME IN TOWN.

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Here Comes The

There Goes The

Uh-oh. There's a new Paperboy.® And he has a route in a nice new neighborhood.

Or shall we say, it *was* a nice new neighborhood. Because he's now delivering to both sides of the street. He's breaking windowpanes, knocking old couples out of swings, and ricochetting papers from flower pots into mailboxes.

Right in the middle of all that havoc, he's liable to suddenly do a good deed that actually gets his name in the paper.

New Paperboy.

Neighborhood.

But there's a lot more about Paperboy 2 that's grabbing the headlines. Like the fact that you can be a Papergirl, at the touch of a button.

Paperboy 2 is somewhere in your neighborhood now. Look for him at Toys "R" Us, Kay-Bee Toy, Target, K-Mart, Captron, Electronic Boutique, Babbages, Software Etc., Childworld, Sears and Fred Meier. Or call 1-800-234-3088 to order. But don't miss him. Given the chance, he certainly wouldn't miss *you*.

Available on Super NES,™ NES® and Game Boy.™

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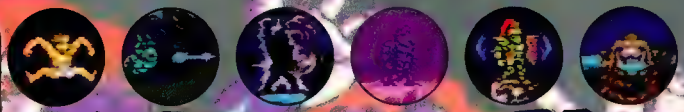
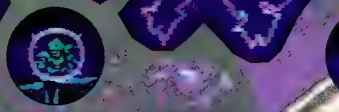
CIRCLE #157 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Capcom
Machine: Super NES
Cartridge Size: 8 Meg
Number of Levels: 16
Theme: Action
Difficulty: Hard
Number of Players: 1
Available: December

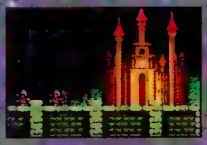


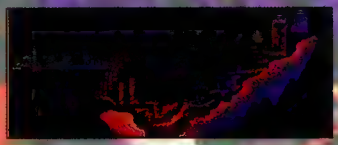
Super GHOULS'N GHOSTS



ARTHUR'S BACK!!!

[illegible] cap[illegible] sequel to the popular Ghouls and Ghosts. This time, however, Arthur has released 16-Bit in a big way on the new Super NES! The evil Sardius has vowed revenge on Arthur for defeating Loki, and now the demon plans to exact his revenge by kidnapping the Arthur's love. The princess, it seems, is the only one who knows how to defeat this new evil, but she needs Arthur's help to get the job done. Only with her "Goddess Bracelet" will our hero be able to put an end to Sardius and his evil ways.





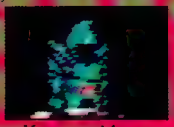
Each level of this new game has two sections just like the original Ghouls and Ghosts. There are 15 sections in all, but you must most of them twice before your final confrontation with Sardius.

TREASURE CHESTS

There are many different things that you can get in the treasure chests. Watch out, though, because some of them can be harmful!

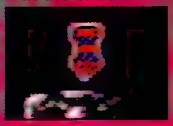
Most of the weapons you find are hidden in the chests...

If you lose your armor you might find it in a chest....

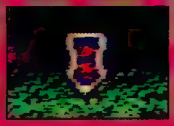


You must have on the iron armor to get this armor...

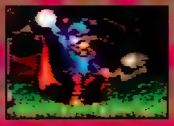
You will have special magic when wearing gold armor...



This shield lets you get hit once before losing your armor...



Use this to repel the enemies shots without losing armor...

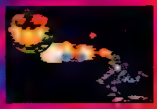


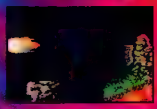
The wizard will change you into many different things...

Watch out! Not all of the chest are helpful!

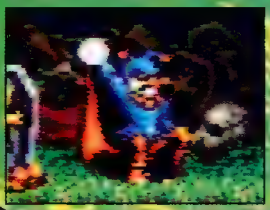
GODDESS BRACELET

The only weapon that can defeat Sardius! You will see this only after talking with the Princess.

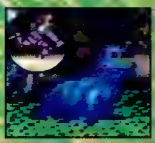


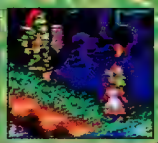


The Magician!



Yes, he's back and this time he has a few more tricks up his sleeves. He'll change you into different things depending on what armor you have.

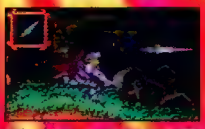




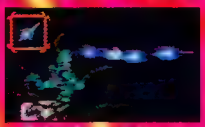
The Siege Craft Weapons!

As in the original "Ghouls" games, there are many different weapons that you can retrieve during your quest. Each one of these weapons has its own unique abilities, with some more effective on Bosses while others are deadlier to regular beasties. Also, Super Ghouls has added a new type of bronze armor that will give your weapon a boost while you search for the gold armor that will endow Arthur with special forms of magic!

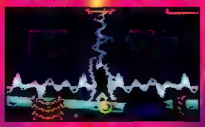
Sword



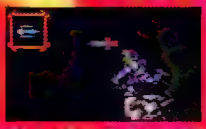
Flame Sword



Lightning

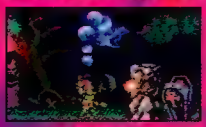


Dagger

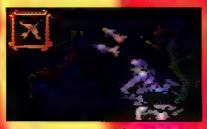


Magic Dagger

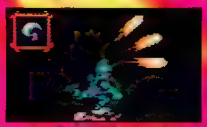
Dragon Wind



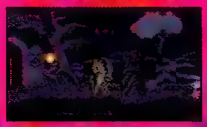
Crossbow



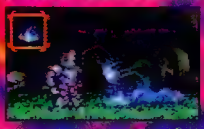
Magic Crossbow



Thunder

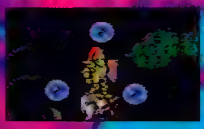


Fire Water



Fire Fountain

Fire Shield



Saber

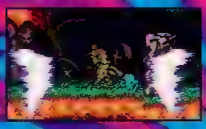
Magic Saber

Whirlwind

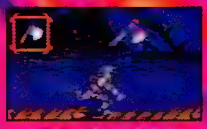
Sickle

Magic Sickle

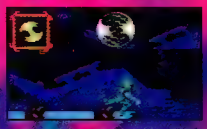
Tornado



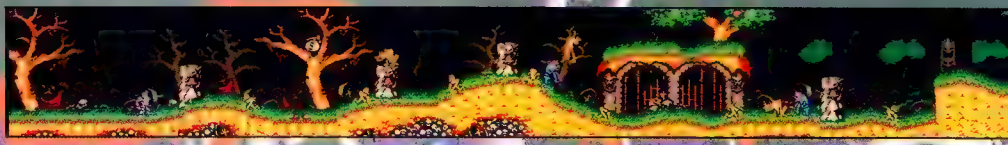
Axe



Magic Axe

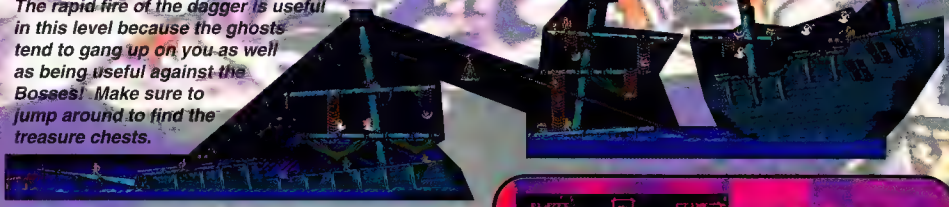


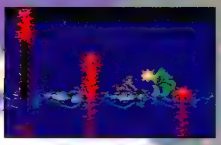
Sun Burst

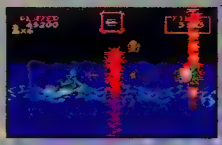


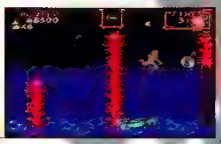
Level 2

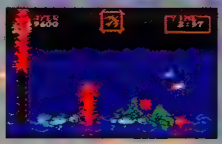
The rapid fire of the dagger is useful in this level because the ghosts tend to gang up on you as well as being useful against the Bosses! Make sure to jump around to find the treasure chests.

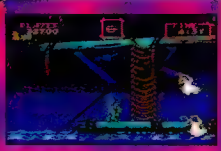


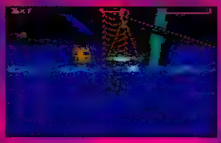






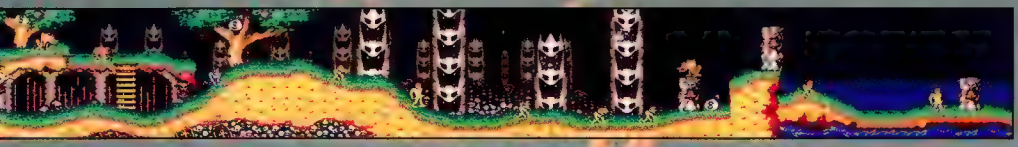




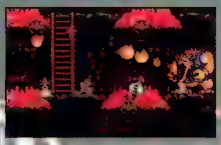


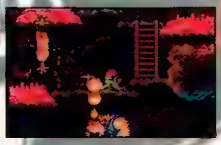
Look Out!!!!!

The ship isn't very stable and it tends to sink making the water level rise. Just make sure you're on high enough ground when this happens or it's adios Arthur!



Level 3

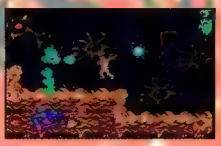


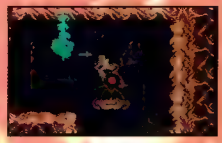


Don't take the shortness of this level too lightly. There are some very difficult jumps to make, so make sure you've mastered the special double jump technique to get that extra height and extra length out of each jump. Approach the end Boss slowly and then open up full blast with the daggers. This will be the quickest way to bring the monster down and progress to level four.

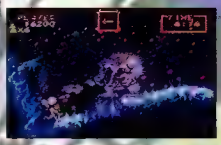
Level 4

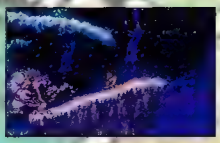
This level uses the Super NES's special mode 7 to the max! Don't get caught spending all of your time looking at the effects either, because the attack patterns of the enemies are very aggressive in this region. Pay attention to the path that you can take in the spinning caverns and try to grab up the crossbow weapon along the way. The Crossbow is the best power-up to use against the big bad Boss at the end of the stage.





Level 5

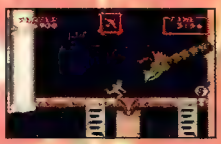




Brrrrrrrr, boy is it cold in here! Make sure Arthur has his armor and his anti-freeze throughout level five. The armor will come in real handy because despite the fact that their breath is frozen, the monsters are deadlier than ever! As in previous stages, the Crossbow is a very effective weapon against the Boss. Try to use the weapon and have it powered-up by the conclusion of the round.

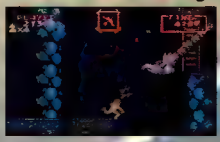
Level 6

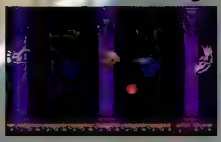
Those deadly red devils are back in Super Ghouls and Ghosts! Those annoying little devils from the previous two 'Ghost' games are back and as mean as ever! Watch out because neglecting these nasties can turn this level into a nightmare almost instantly! To take out the devils as well as the Boss, grab up the Crossbow weapon and power it up with the Green Armor! This combination will work best for Arthur!



Level 7

This is it! The final confrontation with the evil masters behind the plan to capture the Princess is in sight! But before you can take on the denizens of darkness, you must fight your way through the game, acquire the "Goddess Bracelet" and take it into the final stage where the battle between good and evil will be fought.





EXTRA INNINGS

FACT-FILE

Manufacturer: Sony Imagesoft
Machine: Super Famicom
Cartridge Size: 4 Meg
Number of Levels: 13
Theme: Sports
Difficulty: Average
Number of Players: 1 or 2
Available: December '91

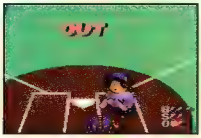
HEY BATTER, HEY BATTER, SWING BATTER!

Pick up your catcher's mitt, strap on your batting glove, pick up your favorite team hat, and get ready to play ball! Extra Innings represents one of the first baseball entries for the Super NES. From the scaling and rotation of the title screen and playing field to the multiple angles of play, Extra Innings sends pitches at you at speeds of over 100 mph and gives you the opportunity to be a hero at America's favorite pastime.

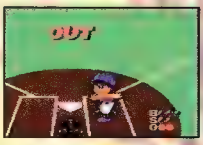
With 14 different teams to choose from, Extra Innings provides options for practice or tournament play as well as a special edit mode capable of developing an entire team!

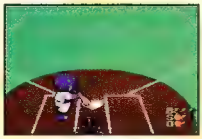
With additional abilities for solo or team play, not to mention some very sharp graphics and sound, this 16-Bit baseball title has its bases covered!

After you decide the type of game you want to play, select from any one of Extra Innings' 14 ball teams!



Be careful when taking on the opposing team! The players may look small, but they have the power to send the ball anywhere in the park!





When you enter the game edit mode, you can create your own names and positions. With this feature it is possible to form your own league!

Here are the two perspectives that the game can be seen from. The first is the screen that you bat from. The second one is the one that you use to field

CHRISTMAS IS COMING...
AND SANTA DOES HIS SHOPPING AT H.E.D.!

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R. P. M. RACING

FACT-FILE
Manufacturer: Interplay
Machine: Super NES
Cartridge Size: 4 Meg
Number of Levels: NA
Theme: Racing
Difficulty: Average
Number of Players: 1-2
Available: January '92

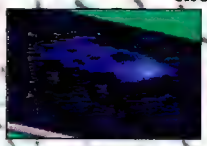
FIRE, EXPLOSIONS, AND RACING?!?

The mean dirt slinging machines of the slam-and-mud fest dragsters are hitting the screens on your Super NES! Choose from three wild and rip-pin' metal monsters! Each one of these totally devastating vehicles has the ability to tear up the track in its own special way, however, so be sure to pick carefully! One you're in the seat as a truly awesome four-wheeled warrior, it's out for blood in one of the wildest and most intense races ever!

Don't come to this competition expecting some simple walk around the oval, either. The terrain out there has a lot of nasty supprises ranging from sandpits to ice, with a few death-defying jumps thrown in for good measure. With enemy drivers out for blood and car customization, RPM roars!

CHOOSE YOUR MONSTER MACHINE!

Choose between one of three different rad machines and tear up the track!



THE LAB

TRUCK

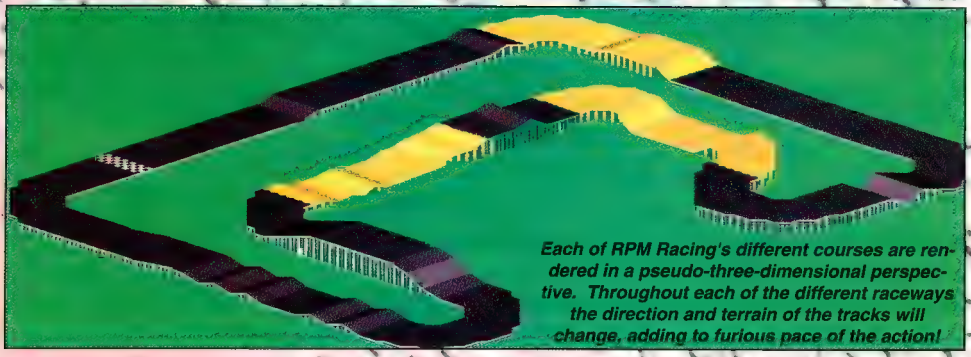
DRAGSTER

BUY YOUR WAY TO VICTORY!

After each race, apply your prize money to more powerful weapons and tires as well as other items that will allow you to increase your abilities and performance!

WATCH OUT FOR ANY RACEWAY DANGERS!

DO YOU DARE TO TAKE ON THE MOST CHALLENGING RACEWAYS EVER SEEN IN 16-BIT?



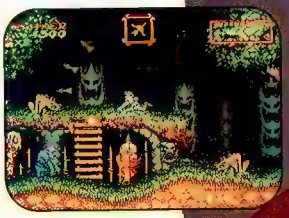
Each of RPM Racing's different courses are rendered in a pseudo-three-dimensional perspective. Throughout each of the different raceways the direction and terrain of the tracks will change, adding to furious pace of the action!

NOT THE WAY
TO PLAY THE HOTTEST ARCADE GAMES AT HOME.

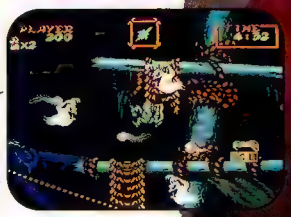
The arcade is still a way cool place to hang with your friends. But you can't always be there. You can however, play Capcom's new 16-bit games with 32,000 colors, smooth 3-D scrolling, and killer sound, while hanging out on the sofa at home. It's the next best thing to being there.

SUPER GHOULS 'N GHOSTS.

Three years ago, Sir Arthur rescued Princess Guinevere from the evil ruler of the Phantom Zone. Since then, he's acquired some very powerful weapons to defend his kingdom, in case it happens again. Well, it has. And this time, Sardius must be destroyed once and for all. It'll take every bit of magic you can conjure to escape the witches, ghosts and snapping skulls. But you can't stop until you complete your quest.



Skulls and zombies fall from the sky as the ground shifts around you—better watch your step.



Ghosts appear—and disappear on the haunted seas, use your haunted sickle and you may survive—without it, say goodbye!

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WAY

ARCADE GAMES AT HOME.

FINAL FIGHT.

The Mad Gear Gang has turned Metro City into a lousy place to live. Punks, wrestlers and swordsmen lurk in every alley, subway and behind every garbage can. They've even kidnapped Haggar's daughter Jessica. But Haggar, Cody and his friends aren't going to take it lying down. You can help them by using every punch, throw and kick you've got to eliminate these madguys for good.

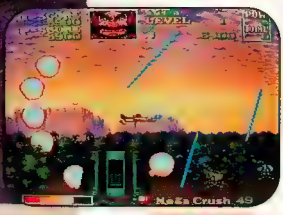
Cody's lethal flying kick is just one way to get rid of the Mad Gear Gang.

More Mad Gear Gangers await on the subway. Punch their lights out before Broadway. Or, you'll be underground forever.

U.N. SQUADRON.

Mercenaries have taken the entire country of Aslan hostage. Except for one tiny airfield they missed—headquarters of the U.N. Squadron—the best fighter planes in the world. To save the country, you'll fly the dogfight of your life, as enemy missiles and laser cannons hammer your F-2D Tigershark. Of course, you have lasers and bombs of your own. The freedom of millions depends on you, so strike hard and strike often.

At the oil refinery, the only way to slip away from enemy attack helicopters is to blitz 'em with cluster bombs.



Use your A-10A ground attack fighter's Mega Crush Weapon to dodge anti-aircraft missiles that appear from behind the trees.

CAPCOM USA

ARCADE SERIES

CIRCLE #139 ON READER SERVICE CARD.

FACT-FILE
Manufacturer: Jaleco
Machine: Super NES
Cartridge Size: 8 Meg
Number of Levels:
Theme: Shooter
Difficulty: Moderate
Number of Players: 1
Available: November

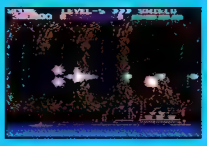
SUPER E.D.F

BLAST AWAY THE ALIEN INVADERS!!!!

Super E.D.F. is coming for Super NES. All the action and speed of the arcade are here. Little is lost in the translation. Scaling is used and there are more power-ups than there are in the arcade version. The weapons left from the arcade are still intact. Each weapon you pick can be powered up five times, for a total of 40 different weapons. The story is that you have been sent by the Earth Defense Force to save it from an alien invasion. To do this, you have to blast through multiple levels, and mini bosses before you reach the final confrontation with the leader himself!

GET MORE LIFE

After you are level five, you will get another life bar every time you go up a level. You can get up to five bars of life.

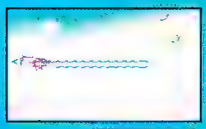


AWESOME WEAPONRY

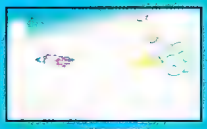
At the bigging of each level you can pick from eight weapons. Each weapon has 5 levels of power, and to increase the power you have to kill enemies. If you chang your weapon it will be at the same level of your previos weapon.

VULCAN

LASER



ATOMIC

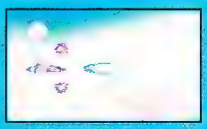


HOMING

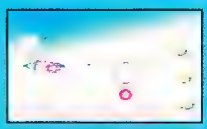
EXPLODE

S. LASER

PHOTON



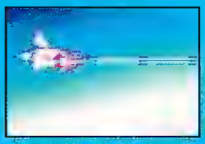
GRENEDA



COOL OPTIONS!

When you are level five you can use your options in four diffenrent ways.

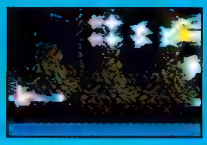
UNION



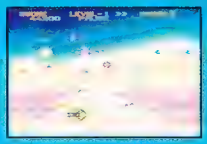
ROLLING

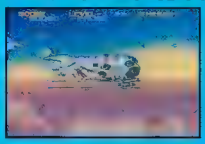
SHADOW

HOMING

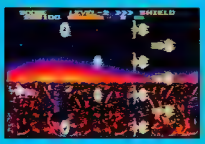


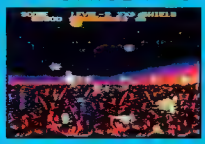
STAGE ONE - HIGH ABOVE THE CLOUDS

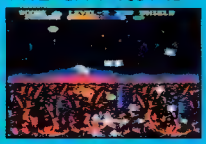




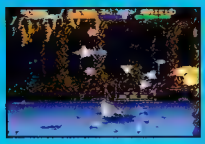
STAGE TWO - THE CITY RUINS

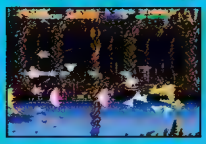


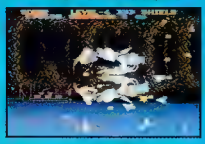




STAGE THREE - THE CAVERNS

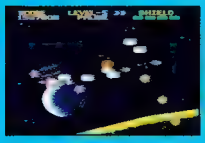


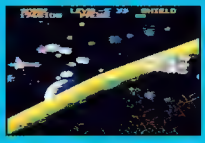


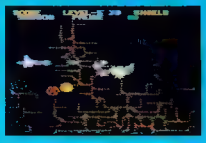


STAGE FOUR - THE MOBILE SPACE COLONY

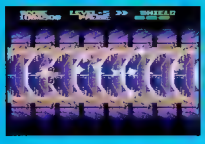
STAGE FIVE - THE OUTER DEFENSES

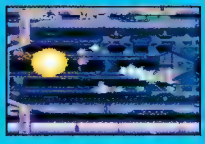


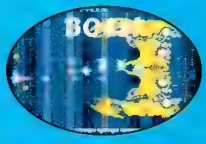




STAGE SIX - THE FORTRESS







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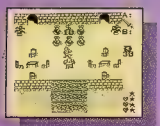
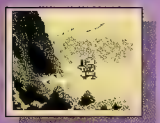
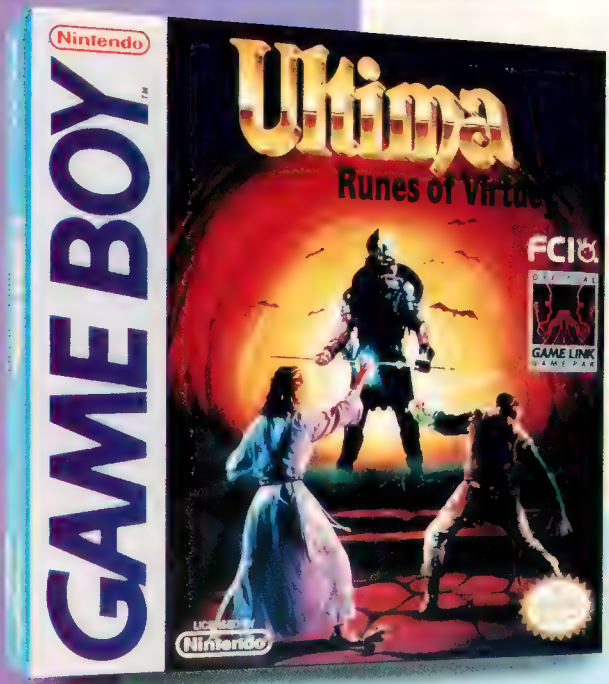
Ultima® Runes of Virtue™

An FCI original from the creators of Ultima







"Finally there's an adventure for Game Boy to rival the scope and excitement of such NES™ hits as The Legend of Zelda.®" (Nintendo Power, Vol. 23, April 1991)

- Powerful 1 meg chip with battery back-up saves play positions.
- Hours of exciting one player action in over 170 levels.
- Two players can compete or cooperate for up to 80 unique levels with the Game Link.

The exciting world of Ultima games comes to Game Boy for 1 or 2 players. Now get the adventure of Ultima in an all new portable game! The villainous Black Knight has stolen the eight runes of virtue! It's your quest to get them back. Guide your character on a heroic quest through the lands and dungeons of Britannia. Who will you choose to be: Mariah the Mage, Iolo the Bard, Dupre the Fighter or Shamino the Ranger? Explore the dungeons, discover magic weapons and potions, and battle an overwhelming variety of monsters: bats, rats, jaggers, gremlins and wizards.

Ultima Runes of Virtue is a completely new game designed exclusively for Game Boy by the original Ultima designers.You'll enjoy the same hours of challenge and adventure that you've come to expect from an Ultima game.

A Lord British Game
ORIGIN™

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Not Just Kid Stuff

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CIRCLE #121 ON READER SERVICE CARD.

FACT-FILE

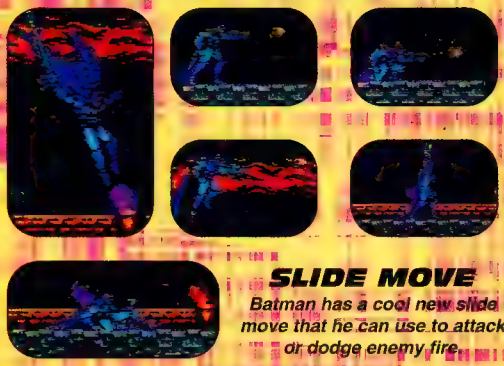
Manufacturer: Sunsoft
Machine: NES
Cartridge Size: 4 Meg
Number of Levels: 7
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: December '91

BATMAN
Return of The Joker

THE DARK KNIGHT RETURN

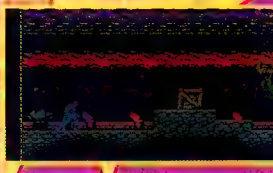
The streets of Gotham are once again in a state of chaos. The maniacal Joker has assembled his army of thugs and sent the Gotham crime rate soaring. The police can do nothing and the only one who can stop the Joker's sinister plans is Batman. Join the Caped Crusader in this new adventure that introduces new characters and special weapons developed by the Bat Computer. Fight your way through the Joker's heavily armed super fortress and go face to face with the meanest villain ever on the NES.

CHECK OUT ALL OF BATMAN'S EXCITING NEW MOVES!!!



SLIDE MOVE

Batman has a cool new slide move that he can use to attack or dodge enemy fire.



THE ONLY 24 BIT HOME ARCADE SYSTEM

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THE GAME LORD SPEAKS.

- Straight Talk on System Comparisons!
- Hot Tips and Tricks!
- The NEO•GEO Library of Hit Titles!
- Magician Lord 7th Level Map!
- Where you can find NEO•GEO!
- NEO•GEO you can wear and win!
- GAMES ON THE WAY!

THE NEO•GEO
WE'RE GIVING 'EM AWAY GIVEAWAY

SEE INSIDE FOR DETAILS!

THE HARDWARE

Awesome 330 Meg Capability

360° ORBITAL 8-WAY JOY STICK

NEO•GEO THE REAL DEAL

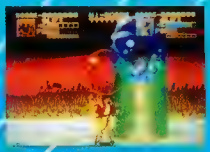
From Chad Okada

Some of you out there have asked me some strange questions the last few months. A few of you actually believe that the Sega Genesis or Nintendo's Super NES can compare to the NEO•GEO. Let me set the record straight once and for all. NEO•GEO is a PROFESSIONAL ARCADE system and has the same hardware found in our No. 1 selling Multi-Video System coin-op.

The other guys always talk about the processor speed (Like the 16-bit processor or the 32-bit processor). The reason why is that these computer based systems use a single processor to do all the work. Unlike this inferior technology, the NEO•GEO's unique high-tech "parallel processing" uses 7 "specialist" processors to divide the work load. That means our "speed" is irrelevant. We do it so quick that we don't even need work RAM. Nintendo and Sega's processors don't compare to the "3 custom-made" 160-pin SNK PRO CHIPS that enhance everything from the 65,536 colors to the Meg capability, layer palettes, scaling and rotation.

Let's do a fact-based comparison: The new Nintendo is boasting it's "mode 7" Scaling and Rotation done by the processor. How can processor scaling compete with the NEO•GEO's true scaling? Instead of redrawing the sprite smaller and then larger to create a scaling "effect", the NEO•GEO actually moves the sprite back and forth as shown in SNKs 55 Meg game, **The Super Spy**. Our individually programmed layering allows us to move sprites from one background to another on up to the foreground. Also, the rotation is flawless. The 55 Mega game **Sengoku** shows that we can rotate and scale objects simultaneously, at high speed without any flickering, slow down, or blocky graphics. Nintendo and Sega have problems doing this and work their single processor to death.

55 MEGS



55 MEGS

Contoured, 4 Button, Simultaneous Firing Controller

Memory Card Access

Stereo Volume Slide Control

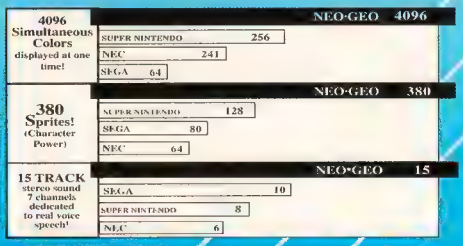
Stereo Headphone Jack

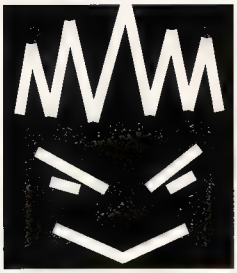
AS FOR SOUND, NEO•GEOs **15 tracks** of motion picture quality **STEREO** sound is literally the best you will ever hear, especially when listening through the headphone jack on the front of the hardware or adapting the stereo into your home entertainment's sound system. Nintendo and Sega's 10 sound channels don't even come close. In the 50 Mega game **Baseball Stars Professional**, the real voice announcer talks so much that sometimes you want to shut him up manually.

50 MEGS

65,536 colors, 4,096 simultaneously displayed on screen, 15 stereo sound tracks, 380 sprites and multi-layer palettes fill the entire screen. All this and instantaneous memory access, omni-directional scrolling and rotation, enlarging, shrinking, fade and scaling.

Enough power for any Megagaming video game enthusiast, or for those of you who have to have the ultimate. The very best of everything. This is it! The most powerful game system in the world and the first true professional home arcade, **NEO•GEO is the Real Deal.**

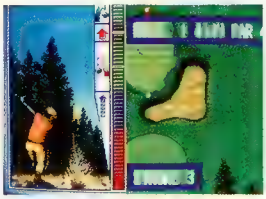




THE GAME LORD SPEAKS

Everybody knows that Sega and Super NES have games that reach the 8-Meg plateau. Some of these actually have more than 8-Meg. Both companies boast games reaching 8-Meg or higher. This is a big deal to them or any other computer-based system. What people need to know is that the **NEO•GEO** has a **330-MEGabyte** capability in the hardware alone!

62 MEGS



To understand the power, 1 **MEGabyte** is equal to 8 Megabits. **Top Players' Golf,** which uses **62-MEGabytes,** is equal to 496-Megabits. That's 62 times more Meg than the Sega "Strider" game.

League Bowling, which is NEO•GEO's lowest MEG game, uses **26-MEGabytes** which is 26 times higher than any 8-Meg Nintendo game. (We won't talk about Sega's low 2-Meg games.)

Game Price Comparison Chart

Cartridge	Average Price	Cost Per Meg
8 Meg	$49.00	$6.13 Per Meg
12 Meg	$75.00	$6.25 Per Meg
NEO•GEO 62 MEG	$199.00	$3.20 Per Meg

26 MEGS

Sega people tell me they will have games coming out that use 16-Meg. Whoa! Amazing! So what? You see, Sega and Nintendo can add chips to increase Meg and "compress" information. This causes problems for the hardware which can only handle around 6-Megs. The same can be said for Nintendo. **NEO•GEO's** hardware on the other hand can handle up to **330 MEGabytes** instantaneously and without problems.

The Game Price Comparison: Take an 8-Meg game from Sega and Nintendo, divide the price from the # of Megs ($49). This is the price ($6) you are paying per Meg. Take a 62-MEG NEO•GEO game, and divide the price from the # of Megs ($199). This is the price you're paying per MEG ($3). To back this formula, take the 12-Meg game (Star Control by Ballistic) and divide the Meg by the price ($75). The price per Meg is $6. Remember **1 MEGabyte** is equal to 8 Meg. **Dollar for dollar... NEO•GEO is truly The Real Deal.**

Current NEO•GEO games (26 to 62 MEGs) don't use the full **330 MEGabyte** potential of the NEO•GEO hardware. Current Sega and Nintendo software games surpass the power of their hardware. They have less than 20% of the power of the NEO•GEO and do not possess the insight SNK Home Entertainment has to develop **"MAJOR" Mega-power for Mega-gamers.**

Even if Nintendo and Sega could make high Meg games like SNK Home Entertainment, their hardware cannot support it. The only kind of high Meg games the competition can design have to be slow and boring. So the next time you see the big 8-Meg power sign (shown in Sega and Nintendo ads), remember NEO•GEO truly is the only, "True Professional" ARCADE with **24-Bit/330 Meg** power that smokes all other systems. Dollar per Meg, NEO•GEO is less money. Imagine that!

HOT TIPS

THE MEMORY CARD UTILITY MENU

How's this for futuristic! Fits in your wallet, the size of a credit card and can store 19 to 27 different games at any level you previously played to. Pull the card out of your home system and take to the Arcade for play on the NEO GEO coin-operated MVS, or just pick up where you left off at home. Even cooler - there's a secret menu to access information and game data... Check it out.

To access the menu, first insert any game and then insert the Memory card. Hold down all four buttons (A, B, C, and D) on the 1st player's controller and press reset. You should now be in the "Memory Card Menu". On the top of the screen it should read "Memory Card Utility". With the joystick, move the arrow to the command you wish to use.

Press the A button to execute your selection.

The first selection is "Card Format". This is for initializing the card. You can use this to erase all data stored on the card and to start from scratch.

WARNING: You cannot retrieve any information after this selection is used.

The second selection is called "Display Data Name". This will display the names and last level played of all games saved onto the card. You can use this feature to see if you correctly saved the game.

The third selection is "Copy Data". This is used to copy games from one card to another. You have a choice of copying one game or all the games at once.

The fourth selection is "Delete Data". This is used to erase unwanted games from your card. You can erase one or all games. It will not erase your name from User's Name File.

The fifth selection is "File User's Name". This is used to identify the card by typing in your name or code allowing you access to future NEO•GEO capabilities.

The sixth selection is "End". Choose this to exit back to the cartridge.

The menu is self-explanatory and is easy to enjoy. So build it up and show it off!

CONTROLLER TEST MENU

Most people don't know that NEO•GEO has a Controller Test Menu built right into the hardware. No other system has this.

If you think one of your controllers is broken just access this and it will tell you. You don't have to go to a dealer to find out if it is broken.

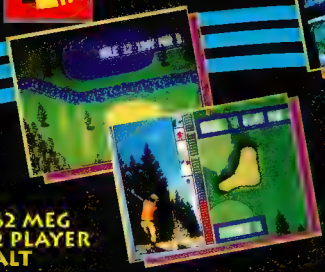
To access the Controller Test Menu, first insert any cartridge and then turn the NEO•GEO on. Hold down all four buttons (A, B, C and D) on the second controller. You should now be in the Controller Test Menu. On the top of the screen should read "Controller Test".

This menu uses the basic binary code style of telling you whether the button is functioning. Zero means that the button is not being used and one means that the button is being used. Same for the joystick.

On the left side all the buttons and joystick locations are listed.

The top shows P1 and P2 which stands for Player 1 and Player 2. Below the P1 and P2 should be zeros, if the controllers is not touched. By holding down the button on the P1 controller or the P2 controller the corresponding zero should change to a 1 to tell you that it is on. If the corresponding zero does not change you have a broken controller. Sounds easy because it is easy.

GAMES

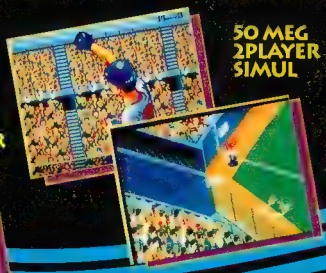


62 MEG
2 PLAYER
ALT

TOP PLAYER'S GOLF
Scan the course in any direction, then drive the ball to your specifications using one of more than 4 professional golfers on one of two beautiful courses.

42 MEG
2 PLAYER
MULTI

RIDING HERO
Treacherous mountain curves and ocean straight-aways dare you to bet your money on either the GrandPrix, RolePlaying or Multi-link modes.



50 MEG
2PLAYER
SIMUL

BASEBALL PRO: PROFESSIONAL
Real voice announcers and umpires make calls for 20 teams in the best baseball game you'll ever experience.

50 MEG
2 PLAYER
SIMUL.

26 MEG
4 PLAYER
MULTI

LEAGUE BOWLING
More challenging than the real lanes with two lanes bowling at one time. Put down the hot dog and test your pinpopping skills. Multi-Link feature!

55 MEG
1 PLAYER

THE SUPER SPY
Punch, kick, and stab your way through terrorists who have taken over a high-rise and threaten to destroy your city. Real in-your-face action.

CYBER-LIP
The super computer controlling thousands of berserk androids has taken over the futuristic space colony. Your mission: To destroy Cyber-Lip.

46 MEG
2 PLAYER
SIMUL

46 MEG
2 PLAYER
SIMUL

NINJA COMBAT
You'll need sharper reflexes than a samurai warrior to survive relentless attacks from friend and foe.

55 MEG
2 PLAYER
SIMUL

GHOST PILOTS
You're a flying ace on a secret mission. The skies and ground are filled with enemies. Keep your finger on the trigger because the action gets pretty fierce.

NAM-1975
Experience the incredible realism of battle-scarred vets returning to Vietnam to accomplish a bloody missio

MORE GAMES

55 MEG
2PLAYER
SIMUL

KING OF THE MONSTERS

Wrestling action like you've never seen before. It's a battle of the baddest sci-fi monsters ever. Destroy cities while you destroy each other.

46 MEG
2 PLAYER
ALT

MAGICIAN LORD

Conquer beasts of evil in vicious battles to find the 8 sealed books of wisdom, all while changing your identity.

47 MEG
2 PLAYER
SIMUL

BLUE'S JOURNEY

Only you can guide Blue through these unusual towns, by jumping and gathering more power to make it to the next level.

46 MEG
2 PLAYER
SIMUL

2020 SUPER BASEBALL

Futuristic robotic baseball. Choose from over 15 teams to play against a friend or in tournaments. State of the art graphics with instant replays, close-ups, and real voice commentation.

54 MEG
2 PLAYER
SIMUL

BURNING FIGHT

Enter the streets of a crime-ridden city, as street gangs, martial artists, and your own friends keep you slugging for dear life.

55 MEG
2 PLAYER
SIMUL

SENGOKU

Two modern samurai warriors join forces to stop the evil warlord who's trying to take over the world. Use special powers as you encounter evil forces from the past, present and future.

46 MEG
2 PLAYER
SIMUL

ROBO - ARMY

Robotic action. 2-player simultaneous. The evil Dr. J. creates an army of robots. The Government sends out a special task force known as Robo Army to destroy the evil enemies.

50 MEG
2 PLAYER
SIMUL

CROSSED SWORDS

See-thru 1st person sword fighting game. Super powered knight warriors battle their way through Medieval times.

46 MEG
2 PLAYER
SIMUL

SUPER 8 MAN

High flying action packed adventure await you in this super hero challenge.

ON THE WAY

CROSSED SWORDS

See-thru 1st person sword fighting game. Super powered knight warriors battle their way through medieval times. 2-player simultaneous.

FOOTBALL FRENZY

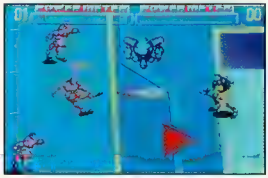
Football action like you've never seen before! Zoom in on blitz plays. Choose from over 10 different teams to play one-on-one or in tournaments. 2-player simultaneous.

TATAI FURY

Competition fighting with the ability to fight each other or 1-player against the computer. Travel to different cities to fight the best street martial artists in an attempt to make it to Thailand to fight THE BEST OF THE BEST. 2-player simultaneous.

ROBO SUPER BASEBALL

Futuristic robotic baseball. You can choose from over 12 different teams to play against one another in 3 separate leagues. Amazing graphics. 2-player simultaneous.



CYBERNETIC SOCCER

Futuristic robotic soccer game. Choose from over 10 different teams, with the ability to play one-on-one or in tournaments. 2-player simultaneous.

ROBO ARMY

Robotic action. The evil Dr. J. creates an army of robots. The Government sends out a special task force known as Robo Army to destroy the evil enemies. 2-player simultaneous.

Real Arcade Games from NEO•GEO

SUPER B-MAN

This super hero is on his way to save the world from destruction. Moving at lightning speed, this guy is determined to rid the world of crime. 2-player simultaneous.

LAST RESORT

Horizontal shooter. Aliens invade the world and you are called in on a mission to destroy them. You control the space fighters through treacherous war zones to protect the world. 2-player simultaneous.

MUTATION NATION

Action punch 'n kick game. A mad scientist carries out a deadly experiment with genetic chemicals. The 2 heroes set out to destroy the ghastly "mutated" enemies. 2-player simultaneous.

MYSTIC WAND

Multi-level action game. You control 2 fairies called "Sprites" who journey to the Tower of Satan, while traveling through different lands using block formation powers. Your goal is to destroy Satan. 2-player simultaneous.

THRASH RALLY

Put the pedal to the metal and burn rubber in 8 different cars, trucks and motorcycles in this overhead perspective racing bonanza. Multi-Link capability. Action for the whole family. 2-player Multi-Link.

Top Sellers

1. Magician Lord
2. Baseball Stars
3. NAM-1975
4. Ninja Combat
5. Cyber-lip
6. Top Players Golf
7. The Super Spy
8. Riding Hero
9. Sengoku
10. Blue's Journey
11. League Bowling
12. Ghost Pilots
13. Alpha Mission II

To ensure a continued flow of exciting new games, SNK Japan has recently signed ten new third party software developers. This number will grow to twenty by next year. In addition, SNK Japan has added fifty additional employees, to their 300 person staff, all devoted to product research and development.

The only way to win is to enter!

Magician Lord

7TH LEVEL

How To Defeat Gal Agiese

START

JUMP OFF 4TH ROCK

STAND HERE AND SHOOT UP!

DON'T BOTHER

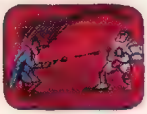
GHOULS

GHOULS

Helpful Hints For Defeating Gal Agiese

Fire once, and Gal Agiese will freeze.

Run to the right, turn & keep firing.

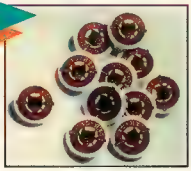


As he approaches run & jump over & away from him, turn and fire until he is defeated.

ACCESSORIES

The original NEO•GEO BIGGER, BADDER, BETTER T-shirt, NEO•GEO on back.
Very Cool! $14.95

NEO•GEO Official Seal Full Color T-shirt. SNK Logo on front.
Only $16.75



Official Doggie Seal Pins. Pin them on your hat, belt, or give them to your friends!
$ .95 ea. (minimum 10 per order)

Double reinforced padded bag holds Gold System & 3 games
$ 49.00

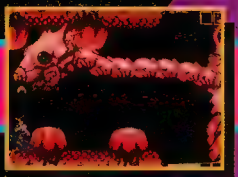
Water resistant nylon bag. Great for your NEO•GEO, or go to beach, gym, or the courts. **$39.00**

The 8-Way Joystick. 4 Button Simultaneous Fire Controller **$49.00**

Save 19 to 27 Games to this Lithium Battery **Memory Card.**
$29.00 ea.

POSTERS
Huge 24x36" full color posters suitable for framing for your living room, or entertainment center.
$14.95 ea.

The NEO•GEO Gold System



Magician Lord

NAM-1975

Baseball Stars Professional

Includes: • 24 BIT/330 Meg Hard ware • Two 8-Way, 4-button joysticks Your choice of (One) of three games; • Magician Lord • NAM-1975 Baseball Stars Professional • Memory Card (optional)

"WHERE CAN I BUY NEO•GEO ?"

NEO•GEO IS AVAILABLE NATIONWIDE AT:
BABBAGES
ELECTRONICS BOUTIQUE
SOFTWARE ETC.

In California:
MACY'S
KAY-BEE TOYS

In New York:
MACY'S
SAVEMART
THE WIZ

Or Call SNK HOME ENTERTAINMENT,
For the name of the retail or rental store nearest you!
1-800-800-NEO•GEO

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All other products names are trademarks or registered trademarks of their respective holder.

SNK
Home Entertainment, Inc.

It's A Good Day For A Dog Fight!

GHOST PILOTS

You'll feel like an uncaged animal with this fierce, action-packed game from NEO•GEO.®

You're pitted against ferocious enemies attacking relentlessly from the air and ground as you fly doggedly on your secret mission.

Incredible 4-dimensional graphics provide true arcade realism, with 15 channels of stereo sound that turn your living room into a battle-torn cockpit.

Nothing can stop a good old-fashioned, blood and guts dogfight - and no home video entertainment system has the bark and bite of NEO•GEO. So you better be ruff and ready!

SNK Home Entertainment, Inc.

Call 1-800-800-NEO-GEO Ext. 402

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THE NEO•GEO WE'RE GIVING 'EM AWAY GIVEAWAY

WE'RE GIVING AWAY

3 (Three) Gold Systems. **10** (Ten) Software Titles. **50** (Fifty) T-Shirts.
500 (Five Hundred) Memory Cards. **100** (One Hundred) Nylon Carry Bags.

OFFICIAL ENTRY FORM

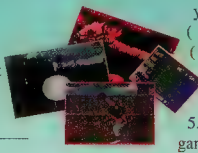
LAST NAME_____ MIDDLE_____ FIRST_____

STREET ADDRESS_____ APT#_____

CITY_____ STATE_____ ZIP CODE_____

DATE OF BIRTH____ ____ ____ SEX ( ) M ( ) F TELEPHONE# ( )_____
MO / DAY / YR

1. Which video games do you currently own?
( ) NEO•GEO 24-Bit
( ) Super NES
( ) Nintendo 8-Bit
( ) Sega Genesis 16-Bit
( ) NEC Turbographix
( ) Atari
( ) Other _____



2. How did you learn about the NEO•GEO Advanced Entertainment System?
( ) Check more than one if appropriate)
( ) TV Advertising
( ) Magazine Advertising_____
( ) Newspaper Advertising
( ) Arcade
( ) Store display or salesperson
( ) Other (specify)_____

3. Which magazine(s) do you read for gaming information?
( ) Electric Gaming Monthly
( ) GamePro
( ) Gameplayers
( ) VideoGames/Computer Ent.
( ) Compute
( ) Other(specify) _____

4. What types of games do you play most often?
( ) Sports
( ) Role Playing
( ) Action/Shooter
( ) Adventure/Fighting

5.) Do you play video games in the arcade?
( ) YES ( ) NO
If yes, approximately how often?
( ) Once per month
( ) Once per week
( ) Three or more times per week

6. Are you currently renting video games?
( ) YES ( ) NO
If YES, what store are you renting from?
_____

7. What are your favorite TV Shows?
_____
_____

8. Name your favorite singer, actress, actor.
_____
_____
_____
_____

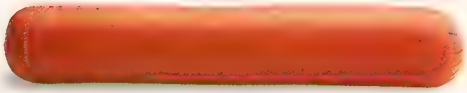
9. Name the highest & lowest MEG NEO•GEO game.
_____
_____

10. Do you plan to purchase NEO•GEO this Christmas season?
( ) YES ( ) NO
If No, List Reason(s):
_____

Drawing ends December 31, 1991.
One entry and one prize per contestant.
Winners will be drawn January 10th at The Las Vegas 1992 CES.
Winners will be notified by mail.
All questions must be answered to qualify.

Mail To:
SNK HOME ENTERTAINMENT, INC.
We're Giving 'em Away Giveaway!
22301 S. WESTERN AVENUE
SUITE #107
TORRANCE, CALIFORNIA 90501

IF YOU'RE STILL PLAYING SEGA, NEC, OR NINTENDO YOU'RE NOTHING BUT A WEENIE!



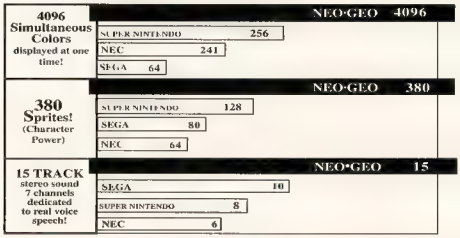
IF YOU'RE PLAYING THE INCREDIBLY HIGH POWERED NEO•GEO® SYSTEM YOU'RE A REAL HOT DOG!

Tough talk, but think it over. Why fool around with limp, underpowered 16 bit systems when NEO•GEO® now offers the hottest, most advanced video entertainment system in the world!

Fact. NEO•GEO simply out-muscles those guys with the big names. NEO•GEO features a huge 330 meg hardware setup that delivers robust 15-channel real voice stereo sound. Unmatched graphics with over 65,000 vivid colors of amazing detail! Not to mention effects with 4-dimensional realism.

Does NEO•GEO cost more than other video game systems? You bet. Does a Ferrari cost more than a Yugo Does Prime Rib cost more than squirrel burgers? With NEO•GEO you get more than you paid for.

It's simple. Would you rather be a cold weenie? Or a real hot dog!



A Quantum Leap Forward In Video Entertainment.

Call: SNK at (213) 787-0990 or Authorized SNK Dealers

Anyone else may be a weenie in disguise.

All other product names are trademarks or registered trademarks of their respective holder

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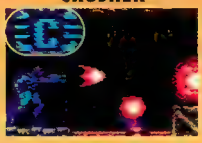
WHERE DOES HE GET THOSE WONDERFUL TOYS?

SPREAD GUN

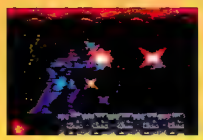
WAVE BEAM

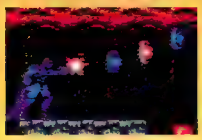
CRUSHER

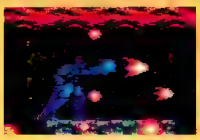


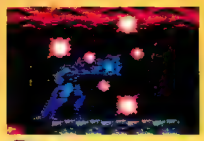
HEAT SEEKERS

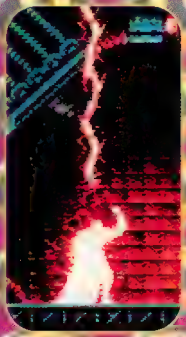
HOLD THE BUTTON DOWN FOR A SUPER POWERFUL MEGA-WEAPON!!!



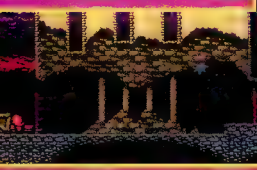








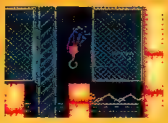
Before fighting the enemy, Batman charges up with power from above!



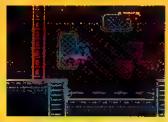
Level One concludes with a climactic battle on the Joker's airship!

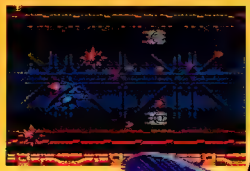
This Boss is extremely easy if you use the Crusher power-up. Keep a close eye on your power meter during the fight.

LEVEL TWO

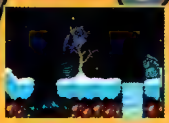


In the second half of this level, Batman flies with a rocket pack. Don't worry, there's no end Boss here!



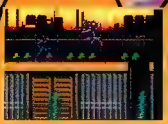


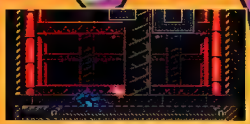
LEVEL THREE



Watch out for the slippery ice bridge and spiked ceilings. Try to stay behind the Boss when he fires at you.

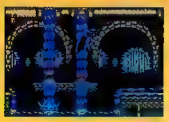
LEVEL FOUR





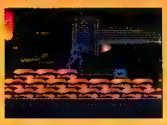
Infiltrate the warehouse and progress deeper into the Joker's lair. Use the Crusher to disarm this deadly Boss.

LEVEL FIVE



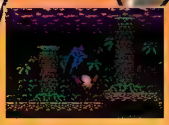
Search the Gotham sewer system for the secret entrance to the Joker's hideout. Get ready to fly again!

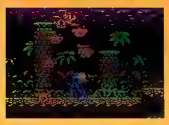
LEVEL SIX



You're almost there! The dangers are even greater now as you battle tanks and other heavy artillery.

LEVEL SEVEN





This is the last level before you go face to face with the Joker himself! Be sure to have the Crusher weapon!

SUPER WEAPON!

If you collect eight of these icons, Batman will get a special gold suit which makes him invincible and gives him rapid-firing capabilities.

PASSWORD FEATURE!!!

Be sure to write down the password to start again!

FACT-FILE

Manufacturer: Capcom
Machine: Nintendo
Cartridge Size: 2 Meg
Number of Levels: 12
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: December '91

YO JOE!!!

Cobra Commander lives! The island of Atlantis has been raised with the ancient power source used to revive the sinister serpent himself! Now the evil Cobra plans to reassemble his forces and use his new found power to destroy the world! Luckily, the Joe team is hot on his trail, led by General Hawk! With the rest of the Joes and a little help from you, the team must infiltrate the heavily guarded Cobra stronghold and destroy the alien power source.

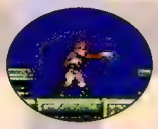
This won't be an easy task, even for the skilled GI Joe members! Cobra has also taken hostages and they must be located and freed before the power base is destroyed. It's a race against time and the enemy as you and the Joes face the destruction of the known world!

ONE YEAR AGO, THE JOE TEAM
ATTACKED AND DESTROYED
COBRA COMMANDER'S MAIN BASE
ON AN UNCHARTED ISLAND
IN THE ATLANTIC.
UNKNOWN TO ANYONE
AT THAT TIME,
THE ISLAND WAS ACTUALLY
ALL THAT REMAINED OF LOST
CONTINENT OF ATLANTIS.
AFTER THEIR DEFEAT,
COBRA UNEARTHED
AN ANCIENT POWER SOURCE
AND FOUND THAT
THEY COULD USE IT TO
REVIVE COBRA COMMANDER!

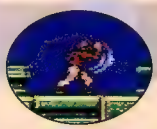
COMPANY PROFILE: GENERAL HAWK AND THE G.I. JOE STRIKE TEAM!

Each of the different members of the Joe team possesses skills that you can take advantage of!

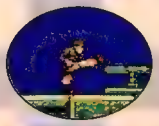
G.I. JOE TRAINING & SKILLS



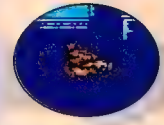
PUNCH: Use for close combat! Stop Cobra with your skills!



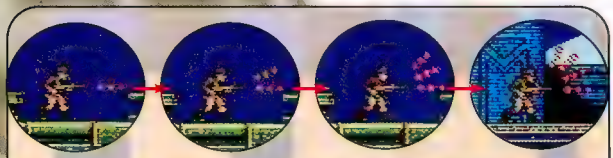
WAVE PUNCH: A quick blast with an intense energy pulse!



KICK: The Joe's karate skills are the best! Use in close!



JUMP KICK: Nice attack against harder Cobra opponents!



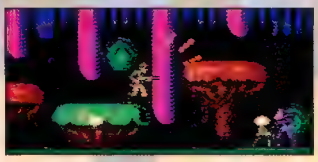
POWER-UP YOUR WEAPONS TO INCREASE YOUR ABILITIES

PROJECT: ORBIT STATION

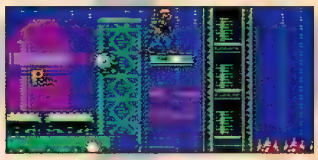
Don't worry Joes, you'll get help along the way from Stalker in the orbiting base. From high overhead, Stalker will provide the Joe team with strategic information on breaking through the Cobra defenses and how to strike and the alien power source now fueling the enemy. Don't be afraid to take Stalker's advice and whatever you do, don't ignore his calls. With his info the Cobras don't stand a chance against the assault allied against them! Remember, knowing is half of the battle!

COBRA STRONGHOLDS:

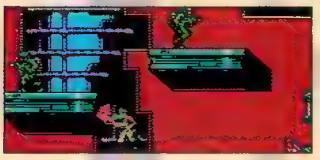
Run through the deep, dark jungle



Watch for robotic spheres while you go on the platforms

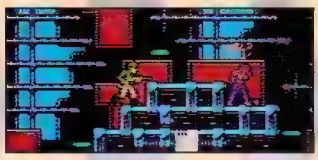


The enemies are everywhere!



Cobra troops on hovercrafts will appear

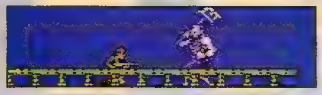
Hostages are located around the Cobra base.



Ammo *Life* *Power* *Star*

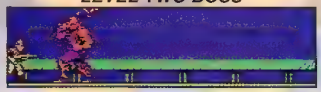
LOOK FOR THESE ITEMS TO HELP YOU DEFEAT COBRA!

WATCH OUT FOR THE COBRA BOSS!!



LEVEL ONE BOSS

LEVEL TWO BOSS



LEVEL THREE BOSS

LEVEL FOUR BOSS

LEVEL FIVE BOSS

WURM

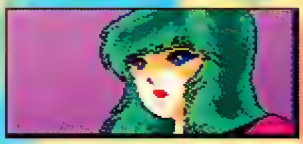
FACT-FILE
Manufacturer: Asmik
Machine: Nintendo
Cart Size: 2 Meg
Number of Levels: 20
Theme: Action
Difficulty: Average
Number of Players: 1
Available: Now

DIG UP A NEW ADVENTURE!

WURM is the latest action-adventure title that combines multiple styles of play with a storyline filled with detailed cinema intermissions.

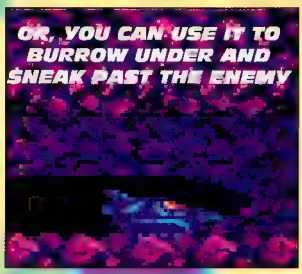
You assume the three tiered role as the leader of a group of explorers who take on a mission that leads into a maze of underground caverns. As your mission progresses deeper into the subterrainian, you come up against the nastiest of enemies while collecting a myriad of interesting artifacts. These items play an intregal role in the mystery that serves as the central theme of the game.

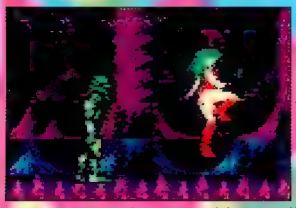
With your friends captured, you must proceed into the underground to locate their position as well as eliminate the forces that stand in your way. Wurm uses many different types of game play that include action sequences where you pilot a drill, take off on foot with a hand weapons and a mean kick, as well as a first-person dual against the enemy in a side-scrolling environment!

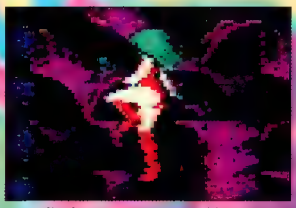


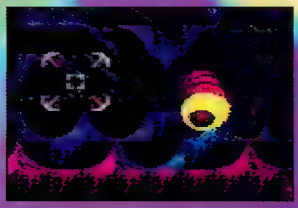
SIZZLING CINEMAS

THREE TYPES OF ACTION!









Be aware of your position at all times while in the caverns. You cannot attack them from under a rock, but the enemy can successfully strike at you - even through the rock obstacles. Be especially careful when on foot to avoid the alien bats, they will move in very fast, and zap a lot of energy if the make contact!

CHANGE THE COURSE OF EVOLUTION...

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That crazy, one-eyed caveman, Trog, is hungry...and dinos Spike and Bloop know what that means: *RUN FOR YOUR LIVES!*

Don't be the main course in Trog's Stone Age feast!

Change the course of evolution: don't become Trog's Stone Age Feast! Instead, race through 50 fun-filled islands, witnessing the greatest inventions of all time: fire, the wheel, the pogo stick (the pogo stick?)—all invented by Trog to catch his dinner—you!

Trog discovers fire and the Bar-B-Que... all in one day!

Munch on a pineapple and become a Trog-stompin' T-Rex!

Save the Dinos...or you're extinct!

Don't stop now—you've got 50 action-packed islands to explore!

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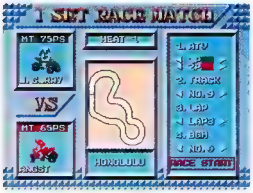
SCRATCHING ATV BEASTS



Screaming all-terrain vehicles claw for traction on a snaky dirt track. Racing these beasts demands your sharpest animal instincts and lightning reflexes. Slam into rises and conquer huge jumps. Downshift and countersteer in tight corners. Coax knobby tires to grab for traction through hairpin turns. Control four-wheel drift and torque up to brain-warping speed!

QUAD CHALLENGE powershifts you across America's greatest dirt tracks. Select one of four ATVs - each with its own combo of speed and handling. Then blast your way through 9 grueling tracks against a friend, or play the Circuit Championship - a 16 track password race to glory.

For more information write:
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namco
The Game Creator

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LEAP INTO ACTION!

Incredible dangers await you, Prince Talmit, as you set out to rescue the wildest amusement park ever built – **MARVEL LAND!**

Dodge massive enemy assaults while hanging on to rollicking roller coasters. Take tremendous leaps between gigantic Ferris wheels! Escape King Mole's wrath by diving through hidden warp doors that teleport you instantly throughout the park.

As Prince of the Dragonmen, your mission is to defeat monstrous Bosses by outwitting them in challenging games such as Musical Holes. Use your greatest weapon, the power "*Spirit Whip*" to destroy all invaders in this **8 MEGABIT** wonder from Namco! Get set for fantastic Bonus Round action in the Namco Light Parade and earn Big Points! Death defying adventure awaits as you struggle to liberate **Marvel Land** from the clutches of the evil Mole King.

For more information write:
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namco
The Game Creator

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CIRCLE #140 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Namco
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: 11
Theme: Action
Difficulty: Hard
Number of Players: 1 or 2
Available: December

YOU MAKE THE FIRST MOVE!!!

The popular arcade game Rolling Thunder, now has a sequel that you'll find only on the Genesis.

It's the end of the 20th century and a mysterious force has been snatching satellites out of orbit. The world-wide flow of information and commerce has been disrupted, plunging the population into chaos! Only after the World Criminal Police Force investigated these strange disappearances did the diabolical plot behind this sinister plan appear. A terrorist group called the "Geldra" has surfaced again and only with your help with the true nature of their plot be uncovered!

CHOOSE BETWEEN TWO DIFFERENT CHARACTERS.

At the onset of play you have to choose between the World Police Force's two top operatives. If you're really good you can take on the Geldra solo, while in the two player mood you and your partner double your firepower to take out the enemy and restore peace as a team! Good luck!

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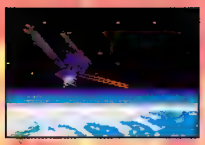
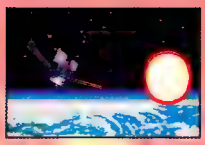
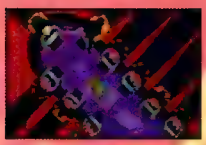
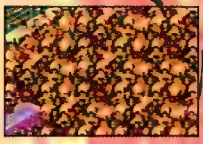





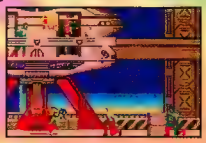
THE ENEMY STRIKES BACK!

Rolling Thunder 2 opens with the destruction of the Earth's advanced satellite communications and weapon-relay systems! Awesome cinemas!



TWO-PLAYER SIMULTANEOUS!!!!!!!!

Rolling Thunder 2 offers a unique feature that you don't see in many video games today - full two-player simultaneous action! Team up with a friend and combine your firepower to take out the enemy and blast through the multiple levels of play with the odds on your side! After all, two guns are better than one!



POWERFUL WEAPONS

Like its predecessor, Rolling Thunder 2 features a variety of weapon enhancements that will power-up your firepower in a variety of different ways! Search out the advanced weaponry as you explore what's behind each of the doorways littered throughout the game! Keep an eye out on your ammo, because once you've spent your last shell it's back to the single shot power of your regular sidearm! Blow the bad guys away!

REGULAR SHOOTS

Your regular gun fires regular slugs with no automatic options!

MACHINE GUN

This will give your gun rapid fire, but doesn't power-up your ammo.

FLAME THROWER

The flame thrower is very powerful but it has a limited range.

Lasers

This has the farthest range and is the most powerful, but it's difficult to find.

Light Boy is Bound to Attract Attention

HO! HO!... OH!!! My Vic Tokai LIGHT BOY makes Game Boy playing unbelievable! LIGHT BOY has been my number one request this year, keeping my elves busy until I took off tonight. The LCD screen is so much easier to see, because LIGHT BOY magnifies the screen 1.5 times. LIGHT BOY even comes with batteries and has replaceable lights that make it a great holiday gift (not to mention the ideal stocking stuffer). It's no wonder **LIGHT BOY is bound to attract attention.**

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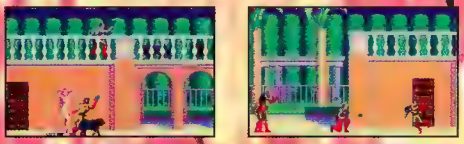
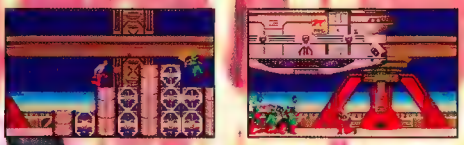
ROUND 2

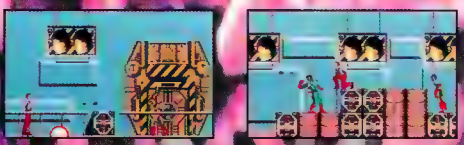
You run into some deadly terrorist in this level so be careful! Fight your way past the dogs and blast the Boss with a Flamethrower!

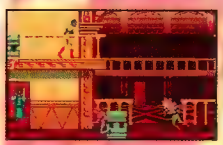


ROUND 4

You've located Gimdo's villa and infiltrated his underground base. Recon the area but watch out for the enemy sniper fire!

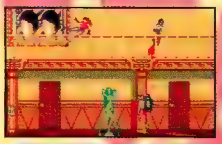






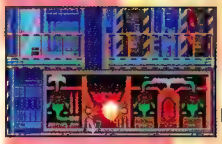
ROUND 3

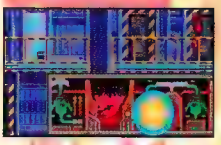
Looks like there's a party going on, but guess who gets to crash it! Move in slow because these dudes are armed and dangerous!

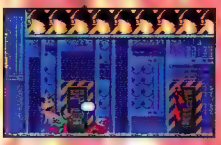


ROUND 5

Watch out when you approach the doorways in round five! The enemy is hiding in the hallways! Use this tactic to evade them!

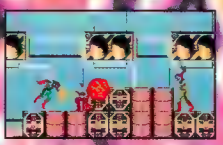






ROUND 6

You've located the enemy's bio-research center! These aren't any normal terrorists- they're engineered from sea creatures!



September 17th, 2087

Vol. XXXXIV, Issue XXXIXVXI

GALAXY GAZETTE

Aerostar Blasts To Earth!

It has been many years since the Intergalactic Council allowed the earth to be populated after a series of devastating wars. In the years following our return we as a people have struggled for survival. The most difficult battle is still ahead. At this writing, mutant forces are wreaking havoc on our defenseless planet.

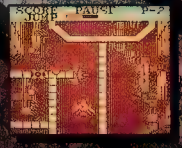
Our cry for help has not gone unanswered. The Intergalactic Council has made an effort to stop these violent attacks by deploying AEROSTAR. This state-of-the-art nuclear-generated vehicle of destruction is ready to face the most intense combat. Unfortunately, AEROSTAR is missing the most important factor—a pilot.

As the search for our defender persists, conditions on earth grow worse. The human people can only hope salvation is near.

AEROSTAR

Intergalactic Council Meeting Today.

[illegible] members from nine galaxies are [illegible] to discuss the future [illegible] forces. They hope to reach an agreement on which [illegible] to stop the enemy, Earth leaders [illegible] attacks. Intergalactic [illegible] Earth soon.



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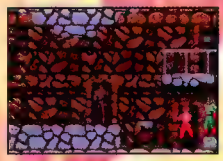
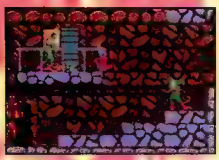
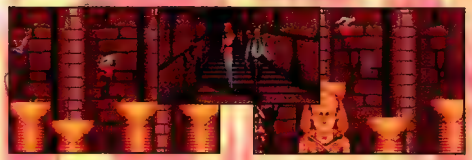
CLIP THIS ON REGISTRATION SERVICE CARD

ROUND 8

The enemy is using their control over the communications network to broadcast false reports that have leaders on the brink of war! You must stop them!





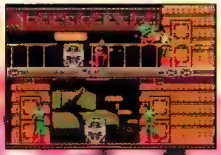


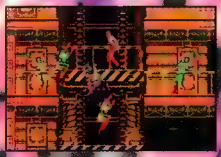
ROUND 9

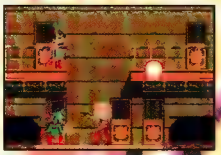
After entering the ancient pyramids you'll encounter enemy droids. You must stop them, before you are part of the permanent ruins of the pyramids!

ROUND 10

You've found the weapons in the hidden base! Use your enhanced weaponry to stop the enemy but be careful, the new terrorists are more powerful than ever!







ROUND 11

Finally, you've reached the last level! The opposition will stop at nothing to stop you now so be prepared for a tough fight against multiple enemies!

Keeping It Portable Was Tough...Until Now.

Expanding your Game Boy system does not mean giving up portability; not now. The rugged Light Boy ***GAME KEEPER*** is a durable and practically designed hard-shell case for everything you will need to get the most out of your Game Boy system.

With special compartments for your Game Boy, Light Boy, Rechargeable Battery Pack, Six Game Paks, Game Link, and Ear Phones, the Light Boy ***GAME KEEPER*** allows for on-the-go action. A port is even provided to allow the cord for the battery pack to pass through to Game Boy. If you have a battery pack, you can keep it inside the ***GAME KEEPER*** and still provide the power to keep your Game Boy going on the outside.

Never again will you have to sacrifice power for portability.

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CIRCLE #125 ON READER SERVICE CARD

QUACKSHOT

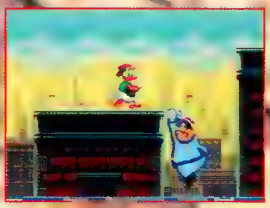
FACT-FILE
Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 9+
Theme: Action
Difficulty: Average
Number of Players: 1
Available: December '91

WEB FOOTED WONDER!

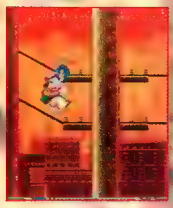
Sega expands their line of Disney licenses with Donald Duck, in his first 16-Bit adventure! This time you and Donald must search for the elusive Great Duck treasure of King Garuzia. With the help of your nephews Huey, Dewey, and Louie, you'll travel throughout the world in search of this priceless gem.

Along the way, Donald will explore dark alleys in the big city as well as eerie castles and mysterious Egyptian pyramids. Your only weapon against the nasties that inhabit the pyramid is a special plunger-blasting pistol! Donald can use these plungers to scale up walls or freeze the enemy just long enough to make a safe getaway. Other power-ups include bubbles and corn shots that provide additional advantages against the wily Bosses!

Watch out for the countless opponents that appear!

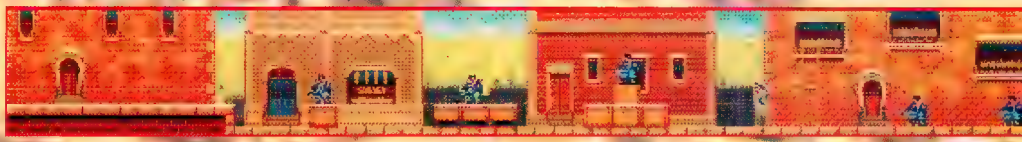


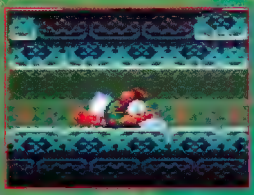
Run along the rooftops to avoid the enemy attacks!

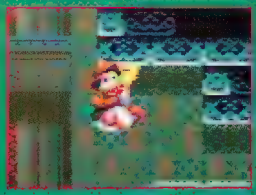


LEVEL ONE

Waddle through the city streets looking for clues to the treasure while fighting off the ruthless thugs hiding in the alleys. Take to the rooftops and hitch a ride on the cables to get across town in a snap!



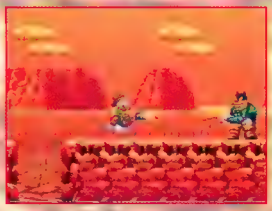




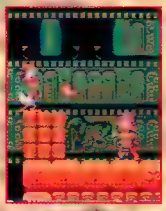
SPECIAL TECHNIQUES

There are a variety of techniques that Donald can use to further explore each level. The slide move allows him to squeeze through narrow passageways that lead to even greater mystery. He can also attach a plunger to the ceiling to escape the dangers below.

Watch out for the cactus!

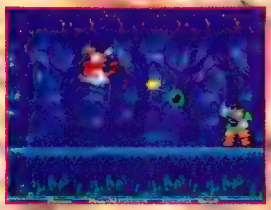


Go head-to-head at high noon!

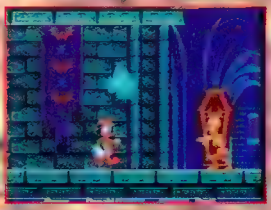


LEVEL TWO

Watch your step when you travel through the desert! There are many dangers ahead, so try to solve a few mysteries in the company of the ancients before the booby-trapped ruins get you first!



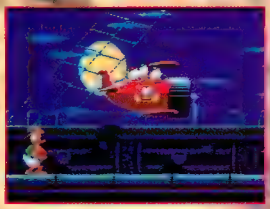
Count Duckula's forest!



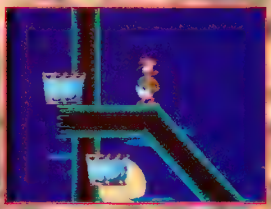
The Count's minions attack!

LEVEL THREE

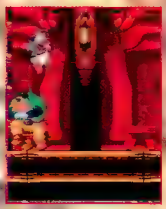
As Donald explores the fog filled forest, he finds the entrance to the Count Duckula's castle! New enemies, from clusters of ghosts to evil skeletons that lob their heads at you, appear in this stage!



Look out on the ship!

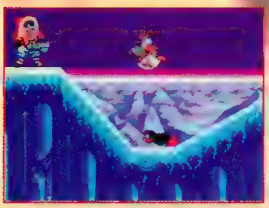


Climb to the top of the mast!

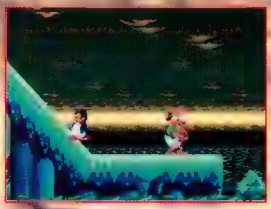


LEVEL FOUR

Search out the hull of this abandoned pirate ship and you just might find a secret or two! Keep your bill open for enemies trying to steal your loot. Be cautious Donald, who knows where you may end up next?



Watch out! The ice is slick!



Avoid the enemy and move on!

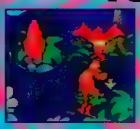
LEVEL FIVE

Look for hidden secrets in frosty icelands of Antarctica. Donald must contend with unfriendly penquins and savage seals to unlock yet another puzzle that will lead you to the missing fortunes!

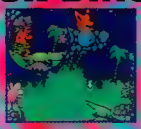
FACT-FILE

Manufacturer: Virgin
System: Genesis
Cartridge Size: 8 Meg.
Number of Levels: 8+
Theme: Action
Difficulty: Average
Number of Players: 1
Available: December '91

YOUR DINO BUDDIES!!

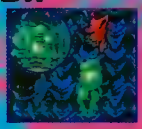


Use this guy to fly across impassable caverns!



Throw a rock on his head to get a helpful lift!

A rock on the tail should make your trip a lot shorter!



Get a boost when you stand on his head!

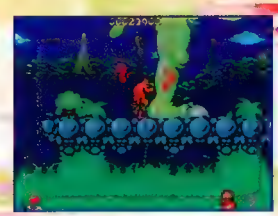
CHUCK ROCK

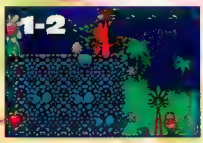
UNGA BUNGA!!!

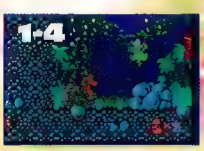
Me name Chuck Rock. Me big star of new TV game. Me call game Chuck Rock. You help me get past many jump and fight off big dinosaurs that fight me for control of my home.

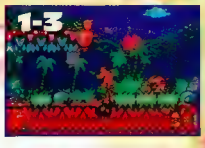
Grab joystick to help Chuck Rock make it home safe. If you goof, poor Chuck Rock will have nasty fall. Or maybe hurt head. People at Virgin do good job of making Chuck Rock look nice. Me have great graphics and sound that are right out of stone age.

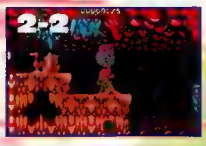
With many challenge and lots of fun, me new Chuck Rock game be big hit with all action game fans. Better hurry, though, Chuck Rock don't like walking under big dinosaur!









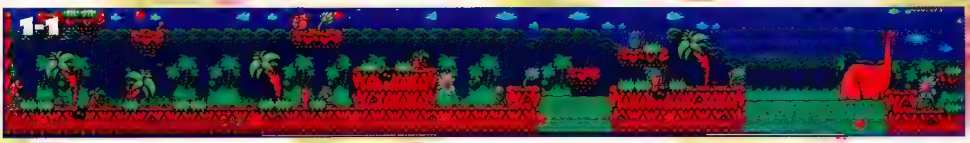


LEVEL 1

Use this level to get familiar to the controls of your character. Learn how to use the rocks to protect yourself, kill enemies and how to use them to get on top of things. Rocks are the key to defeating the Bosses!

LEVEL 2

Level 2 requires much more skill to complete - be sure to practice your moves! Keep an eye out for hearts - they help you get your life back. Whack the Boss with your stomach, but pin him in the corner for best results.



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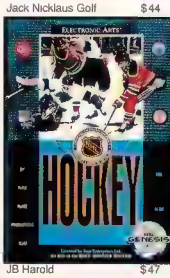

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CIRCLE #134 ON READER SERVICE CARD.

GOLDEN AXE II

FACT-FILE

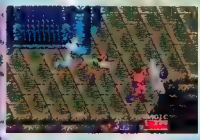
Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 9
Theme: Action
Difficulty: Moderate
Number of Players: 1 or 2
Available: December

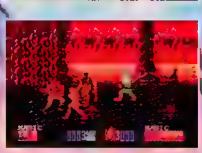
THE AXE IS BACK!!

The people at Sega have been hard at work working on a sequel to one of the original Genesis games - Golden Axe. They've brought back the same characters and revamped them with new magic and special techniques, and they stuck them in new levels and put them up against a cast of even more deadly and powerful enemies. You are the only one who has the power to save the land from this evil shadow over the land.

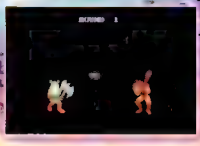
TWO PLAYER SIMULTANEOUS

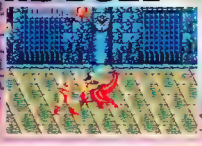
Like the original Golden Axe this version has the feature of playing with your friend simultaneously.





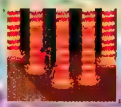
THE DUEL



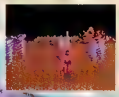


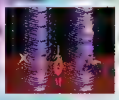
You can practice beating certain enemies by having it out with them in a duel.

PALADIN



SWORDSMAN

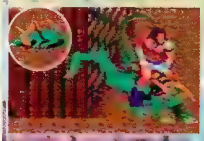




AXEMAN

DRAGONS

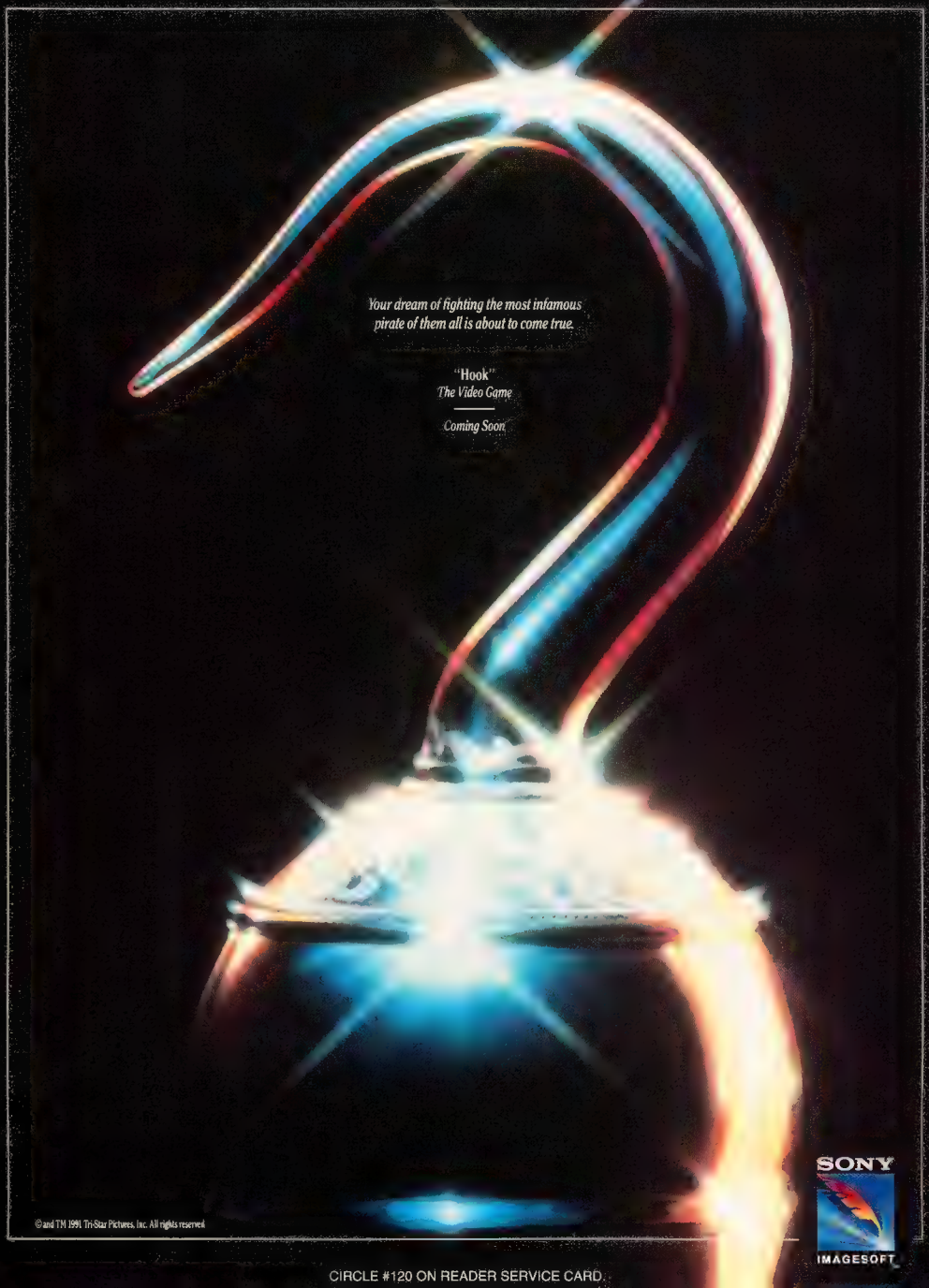
Like the original version you can use the enemies pets to attack!



Use this guy to give your enemy a swift back kick in the face!

A nice whip of the tail should be enough to keep any enemy down!

The classic fire breath of a dragon can be a very useful weapon.



CIRCLE #120 ON READER SERVICE CARD.

LEVEL 2

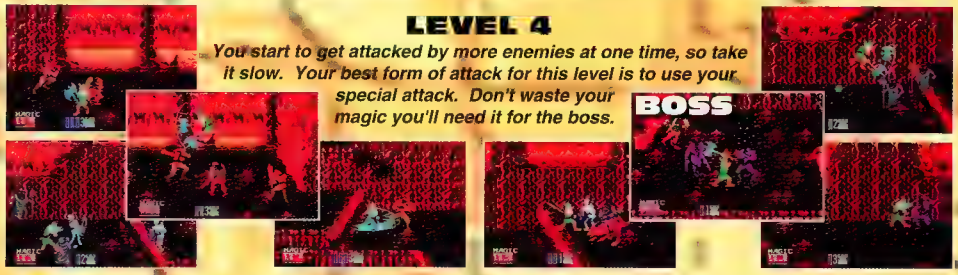
You got a little taste of the game but don't get too cocky, all the levels aren't as easy as level one. Watch out for the edge of the cliff, you can fall off. Try knocking the enemies off the edge.

LEVEL 3

The start of this level is the hardest part. You have to make a very difficult jump. You must time it perfectly and jump right before you fall off. Use your jump attack to beat the boss.

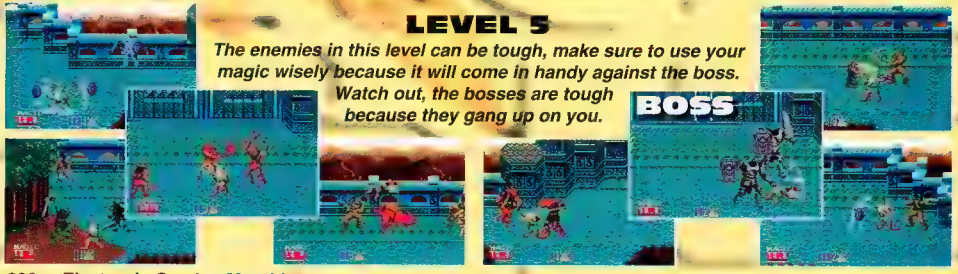
LEVEL 4

You start to get attacked by more enemies at one time, so take it slow. Your best form of attack for this level is to use your special attack. Don't waste your magic you'll need it for the boss.



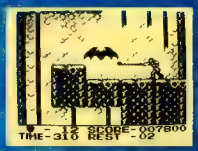
LEVEL 5

The enemies in this level can be tough, make sure to use your magic wisely because it will come in handy against the boss. Watch out, the bosses are tough because they gang up on you.



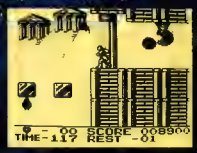
LOOKS LIKE DRAC'S BACK IN TOWN.

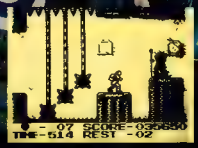
Something immortal is lurking in the mountains above Transylvania. The Prince of Darkness has formed a monolith of unspeakable horror in the second ghastly adventure, Castlevania II—Belmont's Revenge.™ Four towering castles ridden with hideous creatures that would even make the mightiest of warriors cower in fear.



Nevertheless, Christopher Belmont must set out to face mobile brain matter, undead assassins, and the Iron Doll in the Stone Castle. Ghastly forces like Kumlo & Nimbler and flesh feeding jellyfish slither through the Cloud Castle. The Plant Castle is the horrific home of Angle Mummy, carnivorous Wolf Spiders and other slimy swamp mutants. And an unspeakable array of acid spewing snake heads and moat monsters lurk in the Crystal Castle. It's crucial that you find power up items to attain battle axes and holy water, your only hope against this underworld army.

So grab your Mystic Whip and say your good-byes. Darkness will soon be upon you.





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CIRCLE #146 ON READER SERVICE CARD.

ROADBLASTERS

FACT-FILE

Manufacturer: Tengen
Machine: Genesis
Cartridge Size: 4-Meg
Number of Levels: N/A
Theme: Racing
Difficulty: Easy
Number of Players: 1
Available: Now

CRUSIN' WITH AN ATTITUDE AND A CANNON!

In the future the roads play home to the deadliest of criminals and only the most daring blacktop aces have the mettle to be Road Blasters. You're behind the wheel of one of the most advanced urban pacification sportsters ever created! With machine guns mounted on your hood and special enhancements like missiles close at hand, you must blast your way through civilian traffic to get at the bad guys in one of the wildest races the arcades have ever seen!

Standing between you and fame are an armada of motor bikes, armored cars, mines, spikes, and a variety of other highway hazards. It's a quick road to armageddon in this slick translation of the arcade original for your Sega Genesis!

WATCH OUT FOR HIGHWAY HAZARDS!!

Keep your eyes peeled for the different road obstacles!

Be careful! Many of the hazards will open fire on you!

Earn reserve fuel for every car killed!

YOUR BIG GUNS!!

There are many different weapons and speed-ups that are introduced into the action by an allied air drone! Take advantage of the weaponry and enhancements to turn the enemy into road kill!

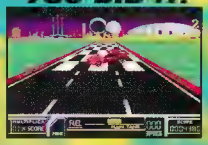
Watch out for the road vermin racing next to your nitro burners! These nasty autos have their sights set on you so don't be afraid to fire! Look out for the civies that populate each race!

THEIR BIG GUNS!!

FILL 'ER UP!

Fuel is given each time you pass the checkered line or grab a colored orb!

YOU DID IT!



Spin to a halt when you reach the checkered goal!

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CIRCLE #172 ON READER SERVICE CARD

WANDERERS FROM Ys

FACT-FILE

Manufacturer: NEC
Machine: Turbografx CD
Cartridge Size: CD-ROM
Number of Levels: N/A
Theme: RPG
Difficulty: Easy
Number of Players: 1
Available: Now

ALL GOOD THINGS MUST COME TO AN END.

For over three years since the forces of Darm and the evil side of the black pearl were dispelled from the planet. Harmony and tranquility have reigned. Even the daring Adol is enjoying the peaceful life with his faithful companion, Dogi. But those days are now past, for the homelands of Dogi are in peril! Crops are beginning to wither and die out, in addition to unusual creatures began hunting the lands at night. Could this be the resurrection of the forces of Darm once again? Now, brave Adol must leave his proud country behind to thwart this menace looming over the land of Felugana. Back in its new side scrolling panorama, Ys has hit the Turbo CD once again with all new CD quality music, voice, and adventure.

THE FORCES OF EVIL

ENTER FELUGANA

Now, Adol has a whole new world to explore! Felugana contains many wondrous lands that range from the underground to ruins to even an ancient island!

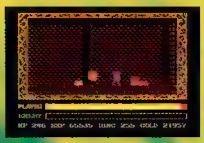
The levels can contain up to two or even more boss characters!

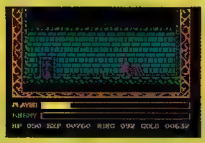
NORMAL SLASH *UPWARD JAB* *JUMP SLASH*

CRAWL JAB *DOWN THRUST*

ADOL'S NEW MOVES!

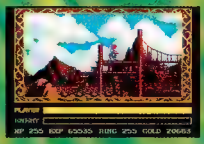
NEW WEAPONS AND ITEMS

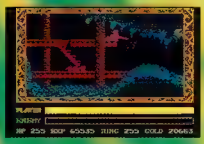


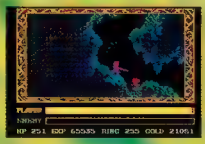


In the third installment of this trilogy, all new weapons and items can be found or bought, You can get stuff from chests, shops, and the bosses!

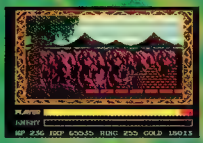
THE MINE SHAFTS

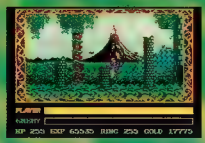


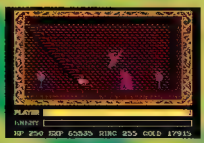




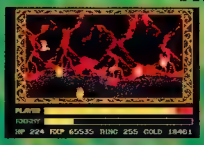
THE ANCIENT RUINS

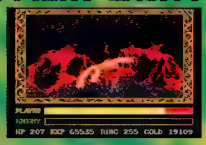


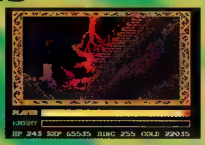




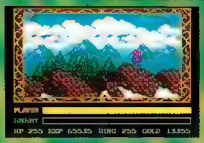
THE FIERY LAVA PITS

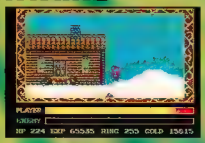




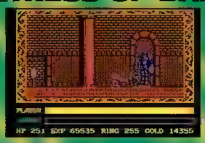


THE SNOW-COVERED MOUNTAINS





THE FORTRESS OF DARKNESS



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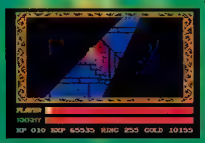

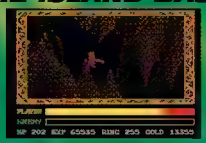

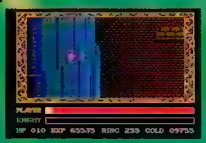

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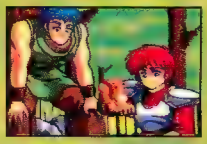

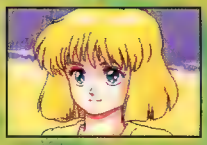

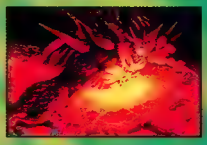

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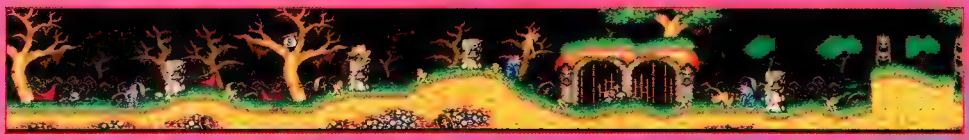

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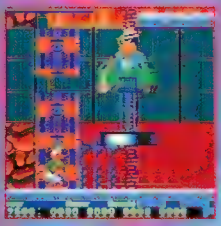

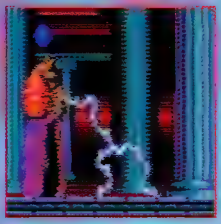

Get ready for the ultimate video game contest only from EGM! Each month we will be giving away one copy of each of the games profiled in our Fact File columns! To enter, simply detach the reader survey card, answer the questions and mark which system or systems you own. We will then award one lucky winner a copy of all of the games contained in our Fact-File section for the system indicated in question three! It's that easy! Act fast - the deadline for entering for our November games is December 1!

ENTERING IS EASY:

1) Fill out the Reader Service Card.
2) Answer the Survey Questions and Pick the Systems that You Own.
3) Mail your Readers Service Card to:
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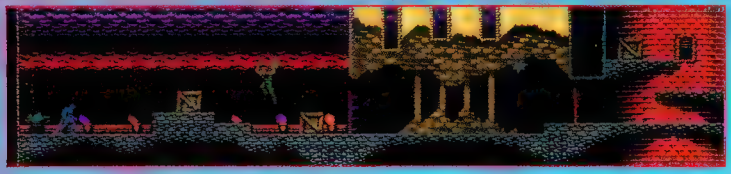
   P.O. Box 8965
   Boulder, CO 80328-8965

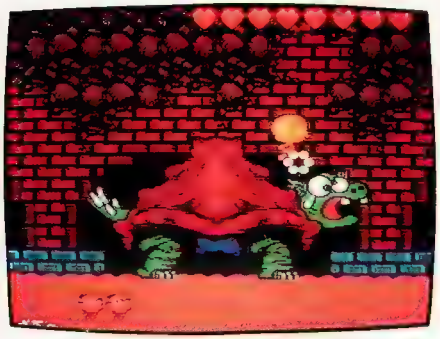
Winners will be listed in the Jan. EGM!

Contest Rules: All entries must be received before December 1, 1991. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest in not open to employees of Sendai Publishing Group, Inc. or to members of an immediate family. Taxes are the responsibility of the winner. Approximate value of prizes is $800 U.S.. Prizes provided by participating companies and Sendai Publishing Group. Prizes will be forwarded to winner when final production copies are available courtesy of Sendai Publications. One prize per household. Determination of winners will be made through random drawing. The decision of the judges is final.



PREPARE TO BUTT HEADS. AGAIN.

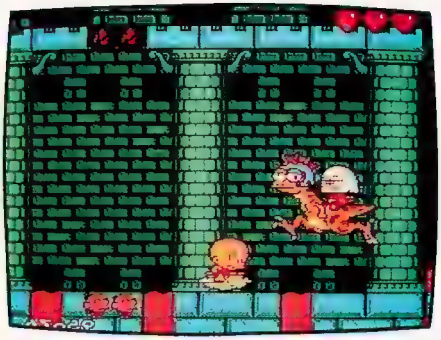
The ultimate headbanger's back. Bigger, badder, and bolder than ever. And this time Bonk's got a score to settle. The evil King Drool III has



If the giant tortoise boss turns his back on you, watch out. He's ready to fire volcanic rocks.

retaken control of the kingdom with lightning fast speed. And it's up to Bonk to swim, fly, and battle deadly piranhas to avenge this travesty. Brace yourself for serious cranial impact: The head-banging cave dude has returned.

If your new game had 7 levels, and more than 7 secret bonus games, you'd be walking on air, too.



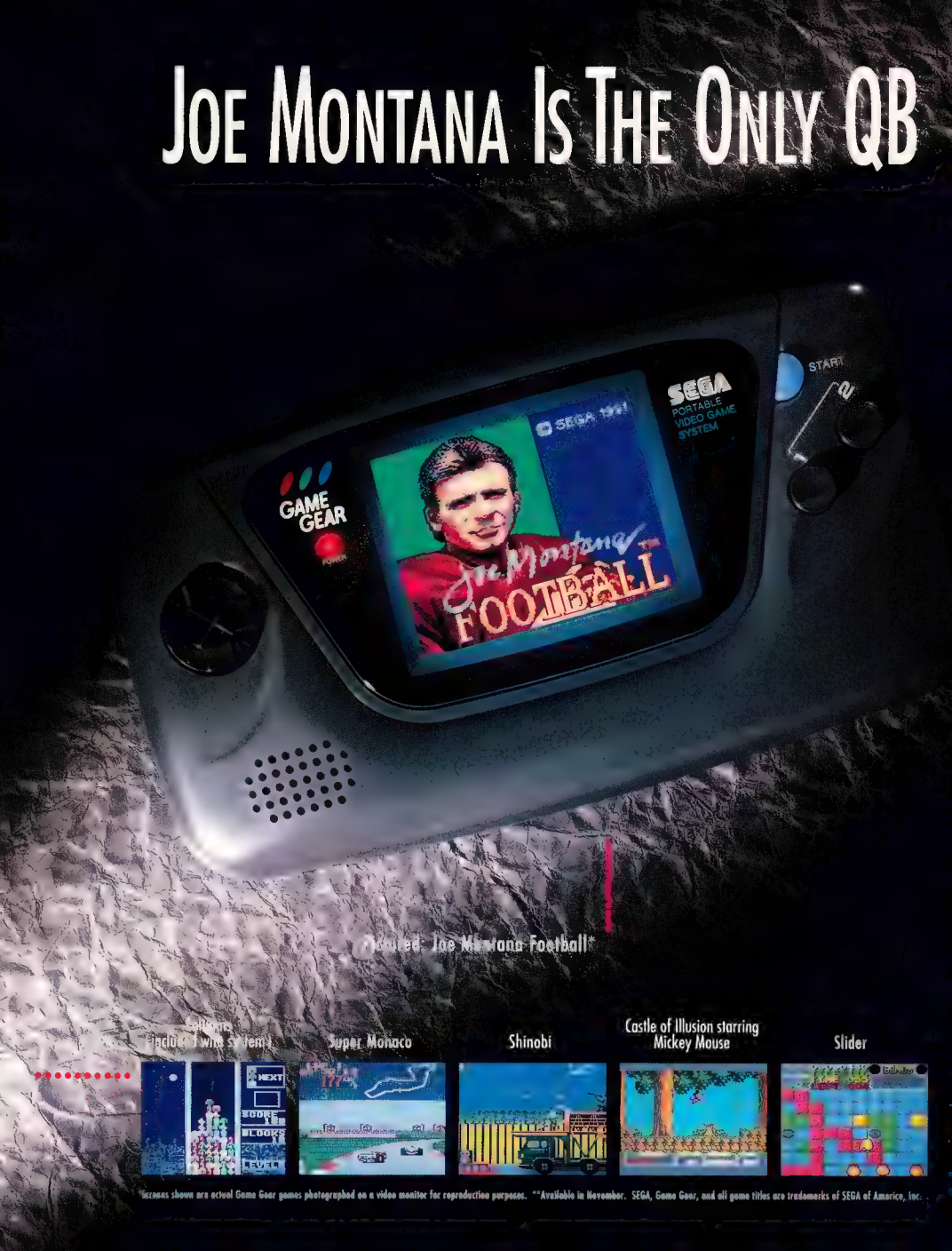
Those pesky creatures are back. And this time they're riding mutants. Giddyup.

BONK'S REVENGE™

©1991 NEC Technologies, Inc. For information on this game, call the TurboTeam at 1-900 FUN TG16. The first 30 seconds are free, 99¢ per minute thereafter, maximum $5 per call. Get your parents' permission first. Bonk's Revenge is a trademark of NEC Technologies, Inc. ©1991 Hudson Soft. ©1989, 1991 Red

CIRCLE #101 ON READER SERVICE CARD.

JOE MONTANA IS THE ONLY QB



*Screens shown are actual Game Gear games photographed on a video monitor for reproduction purposes. **Available in November. SEGA, Game Gear, and all game titles are trademarks of SEGA of America, Inc.

GOOD ENOUGH FOR OUR LINE.

Joe Montana quarterbacked his San Francisco team to 4 Super Bowl titles. Now, Joe Montana Football leads the Game Gear line of super video games. Game Gear's newest addition lets you call plays, scramble, pass and score just like Joe Montana, pro football's "Athlete of The Decade". But Joe Montana Football is just one of many stars in an all-star line-up. Game Gear has lots of super games with many more on the way. Games that test your intelligence, stamina, and reflexes. That take you to fantastic worlds where sorcery and magic rule. Games of skill and chance. Popular arcade hits and some you've never seen before. 25 captivating titles available by Christmas. And Game Gear's color screen is sharp, bright and portable. So you can play anywhere, anytime. Game Gear, Joe Montana, and a full line of super titles. It's a sure winner. At home, and on the road.

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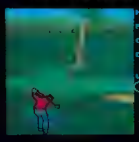

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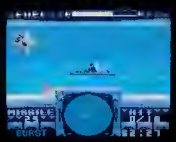
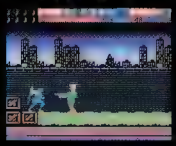
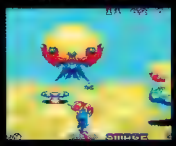


Ninja Gaiden**



Space Harrier**



Solitaire Poker

except Castle of Illusion starring Mickey Mouse ©The Walt Disney Company, World Class Leaderboard ©Access Software, Inc. and Ninja Gaiden ©1988 Tecmo, LTD. All rights reserved. ©1991 SEGA of America, Inc.

CIRCLE #107 ON READER SERVICE CARD

FACT-FILE

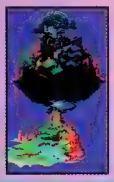
Manufacturer: Sega
Machine: Master
Cartridge Size: 4 Meg
Number of Levels: 10+
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: December

WARNING: HEDGEHOGS APPROACHING AT SONIC SPEEDS

You got it! That super speedy hedgehog with an attitude has just sped his way into the 8-bit market and does he ever have a job to do! It seems Sonic's friends are beginning to disappear from the homeland. Who could behind such a plot except the evil Dr. Robotnic who is changing Sonic's buddies into robot slaves! Needless to say, Sonic don't play that game!

Use your fleeting footpower to run through totally new 8-Bit worlds not seen in Sonic's Genesis adventures! There's plenty of power-up items ranging from the super sneakers that give you all the super speed you need, to bubble shields that will help you survive longer!

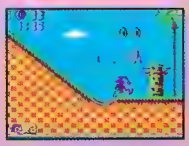
All you 8-Bit bangers don't feel left out! Sonic is here to jam to some of the hottest 8-Bit action around!

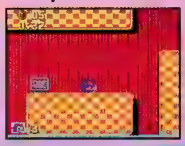


In Master System Sonic, you have a special map that details your entire world! Journey to the Jungle, bridge, and sky base zone to deal with!

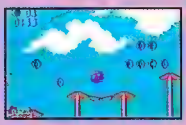
GREEN HILL ZONE

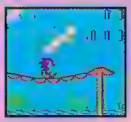
Based on the 16-bit version, this zone has you spinning and grabbing tons of rings as you try to get Dr. Robotnic's cruiser. Look out for the robotic beasties out to stop Sonic cold.

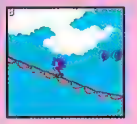




BRIDGE ZONE



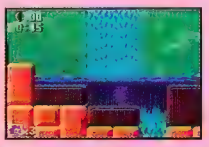


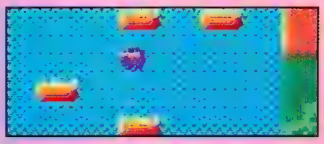


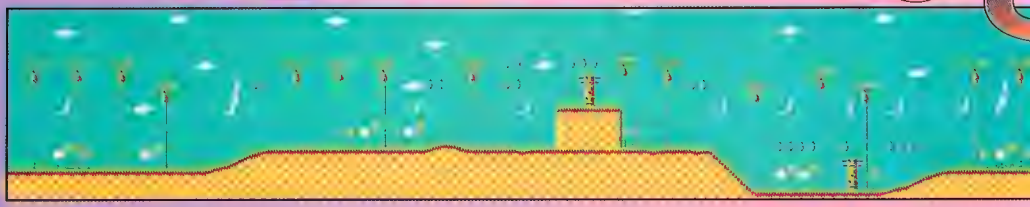
Look out for the openings in the log bridges. You'll fall to your death if you are not careful. There are plenty of hidden items in the trees as well as secret areas, keep an eye out for special zones!

JUNGLE ZONE

Be wary of the water -the current can send you plunging down a waterfall!







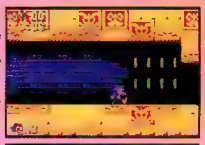
NIC

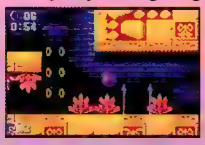
HE

GEHOG

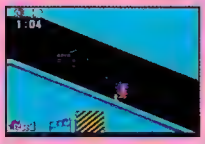
LABRYNTH ZONE

In this zone, Sonic will have to watch out for water domestic hazards and robotic foes through land and water sequences. Make sure that you have enough oxygen to last through the level or it's bye-bye hedgehog!



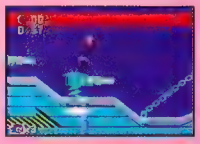


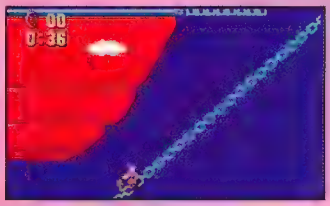
SCRAP BRAIN ZONE

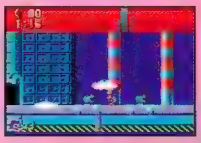


The Scrap Brain Zone contains a mechanical twisting and turning maze that is filled with numerous conveyor belts, transmats and other unusual machines that will try to fry your quills off and turn you into a Sonic burger!

SKY BASE ZONE







Board this enormous airborne vessel and find Dr. Robotnic. It's all up to you now. Good Luck!

NINJA GAIDEN

FACT-FILE

Manufacturer: Sega
Machine: Game Gear
Cartridge Size: 2 Meg
Number of Levels: 5
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: Dec 1991

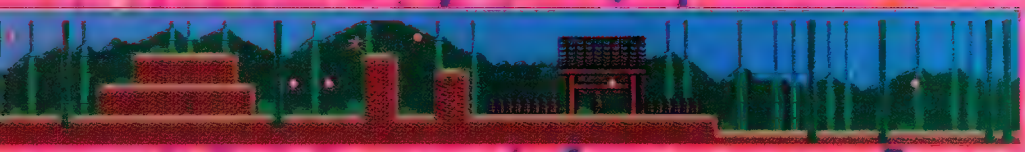
LIVE BY THE SWORD-DIE BY THE SWORD...

The master of ninjitsu, Ryu Hayabusa, is back in an all new adventure for the Game Gear. In this latest GaiDen adventure, Jaquio steps aside for Siragane who has taken control of world's nuclear arsenal! To defeat this ruthless terrorist, you must help Ryu overcome the hazards that stand between him and the legendary Dragon Sword. Siragane has sent a horde of his minions to steal the sword to guarantee his power and stop Ryu's progress!

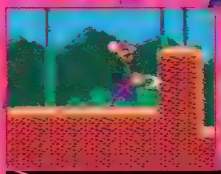
Slash your way through 5 intense levels, fighting off pesky ninja drones and deadly end Bosses. Collect weapons along the way to improve your fighting skills as well as your chances of survival. From cinema displays to ninja weapons, GG Ninja GaiDen brings a new story to life!

LEVEL ONE

WORLD EXCLUSIVE!!!

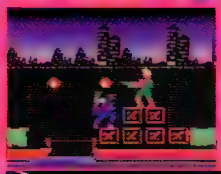


LEVEL ONE



Fight your way through the jungle as ninja warriors leap from the trees above. Hit the Boss when he starts to swing at you.

LEVEL TWO



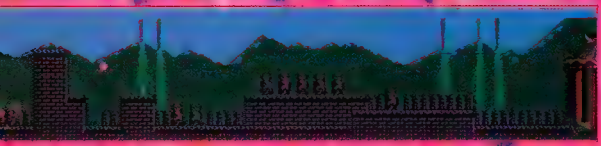
Jump onto the moving cargo ships as you battle soldiers with machine guns and grenades. Slash the Boss when he peaks out.

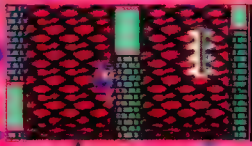
LEVEL THREE

Use your ninja skills to scale the skyscrapers while fighting kamikaze kung-fu masters and falling objects. Use stars on the Boss.

LEVEL FOUR

This level is short but the Boss you face is very powerful. There are two different ways to attack it but try using boomerang blades.





CAN YOU DEFEAT SIRAGANE AND SAVE THE WORLD?

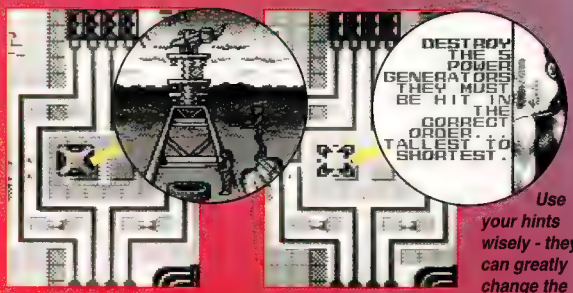
FACT-FILE

Manufacturer: LJN
Machine: Gameboy
Cartridge Size: 1 Meg
Number of Levels: 8
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: December '91

THE BIG MOVIE ON THE LITTLE SCREEN

Another excellent movie title has arrived. Terminator 2 is here and it's ready for play on the Gameboy. Even though the game play is pretty fast, there is still little on-screen blurring. The cinema art is cool, and besides its action theme, it also has a puzzle theme to it as well. Connect the lines to make a circuit and reprogram the Terminator in the second level; you must do this before your time runs out. Terminator 2 will challenge the speed of your fingers, and the strength of your mind. there is also a variety of enemies and obstacles to overcome. You liked the movie, now here's the game.

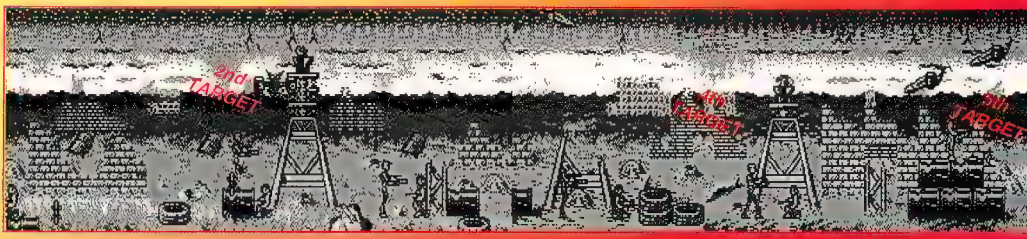
CRACK THE MESSAGE BOXES!



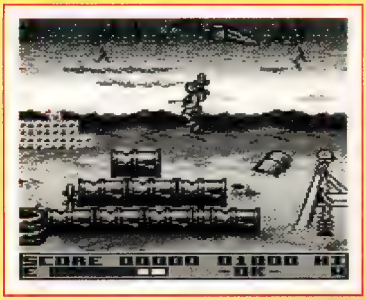
Find the hint boxes

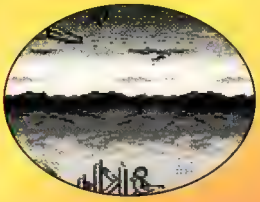
Use your hints wisely

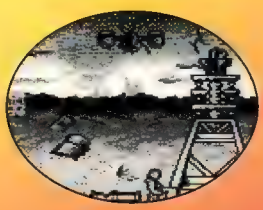
Use your hints wisely - they can greatly change the outcome!



SKYNET ATTACKS FROM THE GROUND & THE AIR!



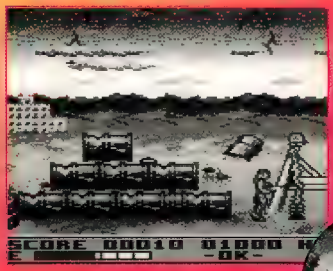




Jets will fly above and try to drop bombs on you, so be careful!

Cool Cinema Intermissions!

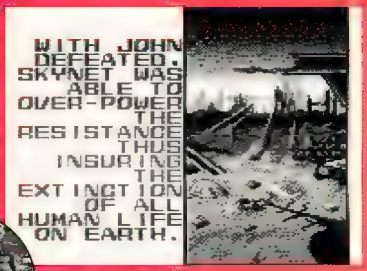
TERMINATOR 2
JUDGMENT DAY



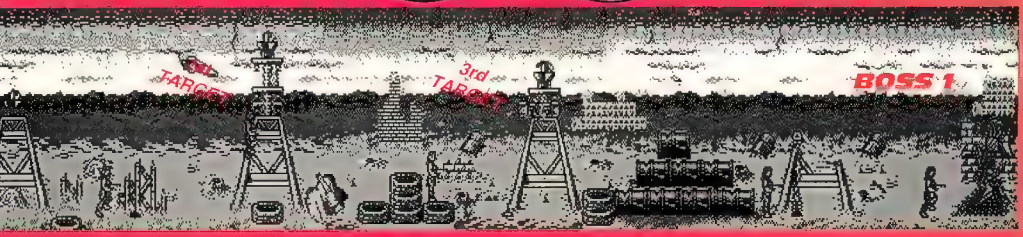
THE HERO

If you don't destroy all of the generators, a force field will block your path to the end goal.

This is the screen the you, and the rest of mankind, definitely doesn't want to see...



THE HERO



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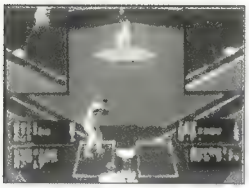

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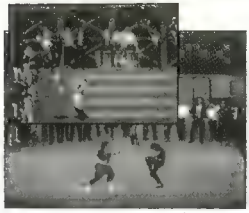

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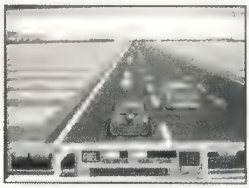

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FACT-FILE

Manufacturer: Tecmo
Machine: NES
Cartridge Size: 3 Meg
Number of Levels: 29
Theme: Action
Difficulty: Hard
Number of Players: 1

NINJA 外伝 GAIDEN III

THE ANCIENT SHIP OF DOOM

GET READY FOR SOME INTENSE NINJA ACTION!

Tecmo brings you the final chapter of their popular Ninja Gaiden series in the Ancient Ship of Doom! Ryu must once again battle the forces of evil and return peace to a world balancing on the edge of destruction! This time, however, he has to face his most deadly foe. Did Ryu really lose his sweet Irene at the hands of Jaquio or is something sinister surrounding her disappearance. Only Ryu, with Dragon Sword in hand, can uncover the answers in this new Ninja GaiDen adventure!

USEFUL ITEMS

Not all of the Dragon crystal balls contain magic! You may uncover many other useful items in these crystals!

NINJA POWER
Gives you back 10 ninja power points.

NINJA POWER
Refills your ninja power points all the way.

MEDICINE
Gives back 6 units of strength.

DRAGON SCROLL
Increases your maximum amount of ninja points.

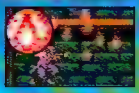
1-UP
Gives you one extra life.

DRAGON SWORD
Increase the power of your sword.

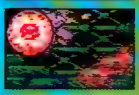
NINJA WEAPONS

Look for these special weapons inside the powerful dragon crystals!

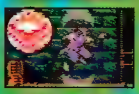
THROWING STARS
This flies straight and takes 10 points to use.



FIRE WHEEL ART
Flies at an upward angle. You need 8 points.

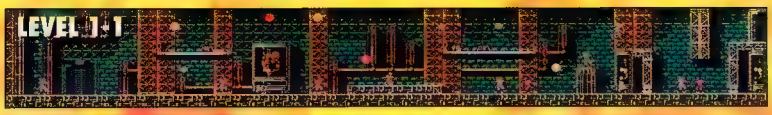


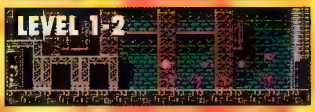
FIRE DRAGON BALLS
Flies at a downward angle. You need 8 points.

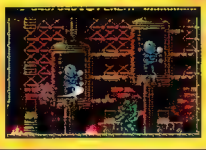


VACUUM WAVE ART
Blades fly up and down. 10 Points are needed.

FIRE WHEEL
Fire revolves around you. You need 20 points.

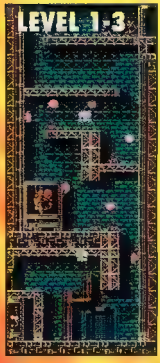


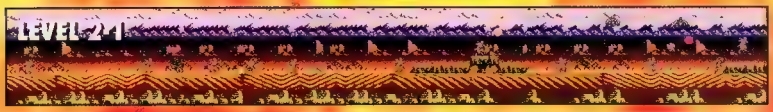


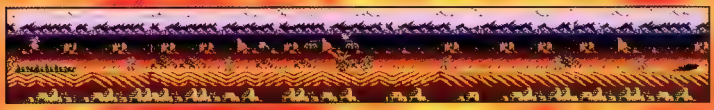


BOSS 1

When the Boss lowers his shield, wack him with your sword. He will then shoot fire, which you must jump, and lower his shield again.





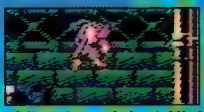


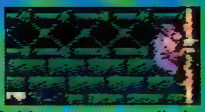
MOVE QUICK RYU!

Ryu must make his way through each level as fast as possible to succeed!

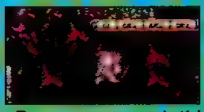
SPECIAL NINJA MOVES

Ryu can use his skills as a ninja to do many things that will help get you through this game. Master these skills for ultimate game play.

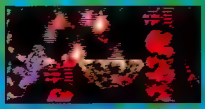




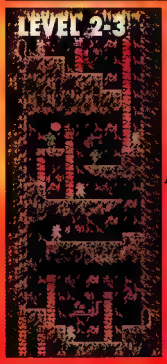
Like the original Ninja Gaiden, you can climb up and down the walls. In order to do this you have to jump onto a wall. This is very helpful on the levels that require you to work up from the bottom to the top!

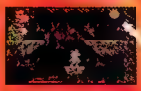


Ryu can now grab things from underneath and scale across them. When you hang on these platforms, flip up and you will land on the top of them. This technique is very helpful in the later levels when there is no ground to walk on.



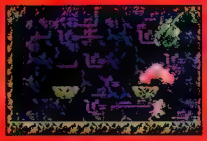
When you hang on a wall or below a platform, you can only use your ninja magic. Make sure that when you're in this position you don't get attacked by the enemy or you may be forced to use precious magic to dispatch them!



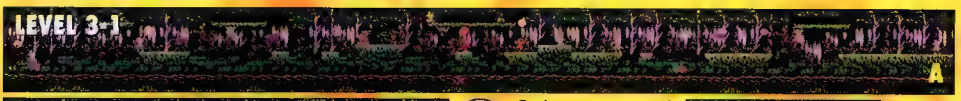


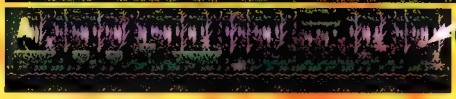
When you get to this point, stay at the top and jump to the right as soon as possible. After you get the 1-UP hurry and move to the left. You must hurry here or you'll sink into the lava!

BOSS 2



In order to beat this Boss you have to let him fly down to you first. When he gets down, he will stop and shoot. Hit him with your sword a couple of times and them quickly retreat to avoid his attacks! He will repeat this move and continue to give you the opportunity to attack!

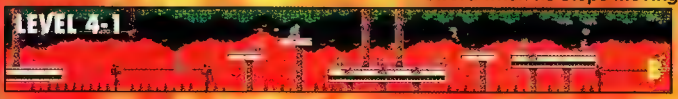


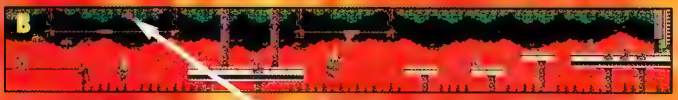


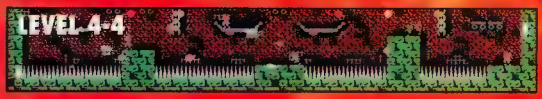
Swipe your sword when you jump over to the next platform to get the 1-up.

BOSS 3

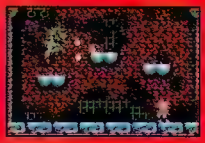
It looks like there are two Boss at the ends of this level, but in reality only one is real! The fake Boss can hurt you, but you can't damage him. The best way to defeat this Boss is to go in tight and nail him with your sword when he stops moving.







Make sure to pick up the Free Life on this level. It's one of the easiest extra men to get.

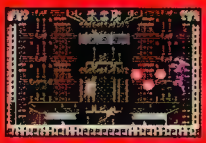


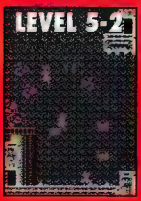
BOSS 4

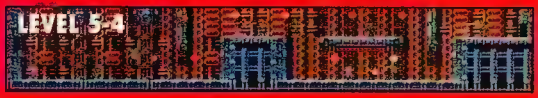
This Boss takes time to beat and, unfortunately, you won't have much time left when you get to him so you'll have to be very aggressive. He attacks from below so make sure to be on firm ground or you won't be able to dodge him. Strike with your sword when he approaches from below. When he fires move in between his shoots then go in for the kill!

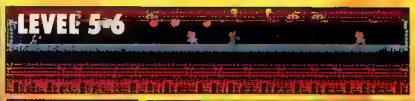
BOSS 5

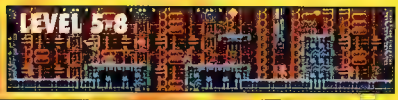
This Boss takes a lot of patience and timing, but he can be beat. It is a good idea to have the Fire Art wheel for this Boss to counter his ability to fly up in the air. The Fire Art Wheel will take care of this attack with no problem! Attack with several quick hits when the Boss returns to the ground then prepare once again for his counter!

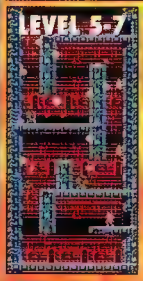


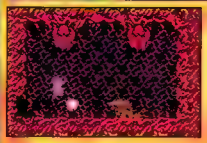




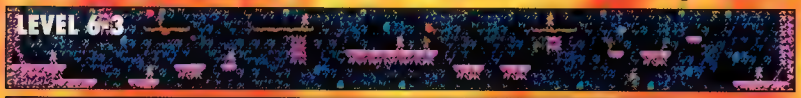


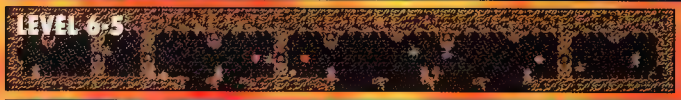


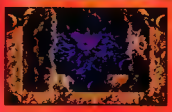


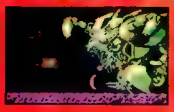


This Boss requires a lot of technique to defeat. He will begin his attack on the opposite side of the screen and launch fireballs at you! When he does this, jump on the wall. He'll then run towards the wall you are on. Jump back down and strike him with your sword several times before returning to the wall!









BOSS 7

Look for a chance to hit this enemy with your sword. After he has been hit twice, watch out for the lightning.

CLANCY

Stand on the ledge to jump up and hit him in the face. React quickly, however, since his shots fly from below!

?

Look out, this Boss is tough! First hit him in the face until it breaks, then hit him in the red nerve center.

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Jackie Chan
Legend of Hero Tonma
Magical Chase
Ninja Warriors
Outrun
Parasol Stars
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Power Gate (STG)
Power League V (SPT)
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Raiden
Shinobi
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World Jockey
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F-1 Grand Prix
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Golden Axe II
Jewel Master
Marvel Land
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Monster World II
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Ringside Angel
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Spaceship Gomera
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Task Force Harrier EX
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Verytex
Valis Fantasm Soldier
Wrestle War
Y's III
Zero Wing

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Soon

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Dragon Master
Earth Light (SIM)EDF (STG)
f-1 Exhaust Heat
Jerry Boy (ACT)
Joe & Mac (ACT)
Pro Soccer (SPT)
Raiden (SHT)
STG (STG)
Super Aleste
Super Cup Soccer
Super Fire Pro Wrestling
Super Formation Soccer
Super Gouls & Ghosts
Super Tennis (SPT)

*and last minute releases

SUPER NES/NINTENDO

Actraiser	58
B. Lambeers Bsktbl	
Castlevania IV	54
Chess Master	54
Darius Twin	54
Drakkhen	56
Earth Def Force	52
F-Zero	50
Final Fantasy II	60
Final Fight	54
Gradius III	50
Hole-In-One Golf	54
Home Alone	54
Hyper Zone	54
J Madden Ftbl	54
Leg. Mystical Ninja	54
Nolan Ryan	54
Paper Boy II	54
Pilot Wings	50
Pit Fighter	54
Populous	52
Raiden	54
Sim City	50
Skins	54
Smash TV	52
Sup. Bsbl Sim 1000	54
Sup. Bases Loaded	52
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Sup Gouls & Ghosts	54
Sup Play Act Ftbl	50
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Ultraman	50
UN Squadron	54
Zelda III	50

*and over 30 titles coming in our catalog

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Adv Syd Valis	42	36	20
After Burner II	42	30	14
Air Buster	43	30	14
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Alex Kidd	35	20	8
Alien Storm	42	36	20
America's Cup			
Arcus Odyessy	56	40	24
Arnold Palmer Golf	39	30	14
Arrow Flash		30	14
Atomic Robo Kid		20	8
Batman	42	36	20
Battle Master	46	36	20
Battle Squadron	26	20	10
Bean Ball Benny	42	36	20
Beast Warrior	56	40	24
Berlin Wall	39	30	14
Bimini Run	42	30	20
Block Out	36	30	14
Budokan	42	20	8
Burning Force	29	20	10
Cal 50	46	40	24
Centurion	42	36	20
Chuck Rock	49	40	24
Columns	29	20	8
Corporation	49	40	24
Crackdown	42	30	14
Crossfire	44	36	20
Cyberball	42	30	14
Dark Castle	36	30	14
Death Duel	56	40	24
DecapAttack	42	36	20
Dick Tracy	42	30	14
Dinoland	42	36	20
DJ Boy		20	10
Dynamite Duke	42	30	14
Earl Weaver Bas	49	40	24
Elemental Master	56	40	24
El Viento	56	40	24
ESWAT	42	40	14
Fantasia	42	36	20
Fatal Labyrinth	36	20	10
Fatal Rewind	42	36	20
Fairy Tale Adv.	42	30	14
Final Zone		20	10
Fire Shark		20	10
Flicky	24	20	10
Forgotten World	48	20	8
Gaiares	54	40	24
Gain Ground	42	30	14
Galaxy Force			
Ghostbusters	42	20	14
Ghouls 'N Ghosts	48	20	8
Golden Axe	52	30	14
Golden Axe II	49	36	20
Granada	44	36	20
Growl	44	36	20
Guardian Angels	44	36	20
Hardball	46	36	20
Hard Drivin	45	36	20
Hell Fire		20	8
Herzog Zwei	39	20	8
The Immortal	52	40	24
Insector X		20	8
Ishido		20	8
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James Pond	36	30	14
Jesse 'The Body	46	40	24
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John Mad. Ftbl.	42	36	20
Junction	38	30	14
Kageki	42	36	20
King's Bounty	36	30	20
Klax	42	36	20
Lakers vs Celtics	42	36	20
Last Battle	37	20	8
Master of Weapon			
Mario Lem Hock	42	36	20
Marvel Land	50	40	24
MERCS	48	40	24
Micky Mouse	42	36	20
Midnight Res	42	36	20
Might & Magic I	59	40	24
Mike Ditka Footb		40	24
Ms Pacman	35	30	14
Musha	43	36	20
Mystic Defender	48	20	8
NHL Hockey	42	36	20
Onslaught	43	36	20
Pacmania	42	36	20
Paperboy	42	36	20
Pat Riley Basketbl	42	20	10
PGA Tour Golf	49	40	24
Phantasy Star II	59	30	14
Phantasy Star III	59	40	24
Phan Star Hint Book	14		
Phelios		20	8
Pit Fighter	49	40	24
Power Ball	45	36	20
Predator II	56	40	24
Quackshot/D. Duck	42	36	20
Quad Challenge	45	40	24
Raiden	50	40	24
Rambo II	45	20	8
Rampart			
Rastan Saga I	42	30	14
RBI Baseball III	42	36	20
Revenge of Shinobi	52	20	8
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Road Blasters	42	36	20
Road Rash	42	36	20
Rolling Thunder II			
Sagaia	43	36	20
Saint Sword	43	36	20
Shadow Blaster		20	8
Shadow Dancer	42	30	14
Shadow of the Beast	52	40	24
Shin in the Darkness	59	40	24
Shove It	37	20	8
Slaughter Sport	50	40	24
688 Attack Sub	59	40	24
Sonic Hedgehog	45	40	20
Space Harrier	37	20	8
Space Invaders 91	38	30	14
Speed Ball II	43	36	20
Spiderman	45	40	24
Star Control	52	40	24
Star Fight	59	40	24
Stormlord	49	36	20
Streets of Rage	45	36	20
Street Smart	42	36	20
Strider	56	40	24
Super Hang On	37	20	8
Super Hylide	47	20	8
Super Monaco GP	42	30	14
Super Thunderbl	37	20	8
Super Vollyball	36	30	14
Swamp Things	45	36	20
Sword of Sodon	42	20	8
Sword of Vermillion	59	30	14
Target Earth	47	20	8
Task Force Har. EX	45	40	24
Techno Cop	47	30	14
Terminator	49	40	24
Thunder Force II	37	20	8
Thunder Force III	42	36	20
Thunder Fox	43	36	20
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Trampoline Terror		20	8
Truxton	37	20	8
Twin Cobra	38	30	14
Ultimate Qix	40	30	14
Valis III	54	40	24
Vapor Trail	54	40	24
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Warrior of Rome	54	40	24
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Zany Golf		20	4
Zoom	30	20	8

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Bomberman	40	30	14
Bonks Adv	42	26	12
Bonks II	46	36	20
Bravoman	48	30	14
Cadash			
Camp Calif. Yo Bro!	48	36	20
Darkwing Duck (Dis)	48	36	20
Davis Cup Tennis	44	30	14
Devil's Crush	48	26	12
Dragon's Curse	36	26	12
Impossamole	48	36	20
Jack Nicklaus Golf	44	30	14
Panza Kick Boxing	44	30	14
Parasol Stars			
Ninja Spirit	42	26	12
Psychosis	40	26	12
The Riftwar Saga			
Turrican			
Silent Debuggers	48	36	20
Splatterhouse	50	26	12
Super Star Soldier	50	30	14
Talespin	48	36	20
Tiger Road	48	30	14
TV Sports Baseball	44	30	14
TV Sports Basketball	44	30	14
TV Sports Football	44	26	12
TV Sports Hockey	44	30	14
Velg. Tact Glad	48	26	12

*more last minute releases

*and all the older titles

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TGX16 CD

Addams Family	48	36	20
Final Zone II	48	26	12
It Came from Desert	48	36	20
JB Har Murder Cl	48	36	20
Last Alert	48	30	14
Magic Dino Tour	48	36	20
Sherlock Holmes	48	36	20
Vallis II	48	30	14
Y's Book I & II	48	30	14
Y's III	48	36	20
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GAME GEAR

Batter Up	29
Chessmaster	29
Devilish	
Dragon Crystal	29
G-LOC	29
Golden Axe	39
J Montana Footbal	34
Leader Board Golf	34
Mickey Mouse	29
Outrun	29
Pac-man	29
Psychic World	29
Rev of Drancon	29
Space Harrier	29
Shinobi	34
Super Monaco GP	29
Woody Pop	29
Slider	29
Solitiare Poker	29

* and last minute releases

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GAME GEAR (Japan)

Fantasy Zone Gear (STG)
Griffin (STG)
Holley Wars (STG
Outrun (SPT)
Put & Putter (SPT)
Rastan Saga (ACT)
Wagyan Land (ACT)

* and latest from Japan

LYNX

APB	38
Blockout	38
Blue Lightning	34
Checkered Flag	38
Ninja Gaiden	38
Paperboy	38
Rampage	38
Roadblasters	38
Rygar	38
Scrapyard Dog	34
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TG16	
Turbo Booster Plus	46
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Turbo Cable	10
Turbotap	20
TurboPad	20
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Turbo Stick	38
Turbo Booster	32
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AV Cable	call
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AC Adaptor (SEGA)	20
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Control Pad (BEESHU)	29
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RF Cable (Naki)	14
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Lynx	
AC Adaptor	20
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THE COMPLAINT DEPARTMENT...

We ordered a PC Engine and two video games from the Ultimate Game Club which advertises in your magazine. To date we have not received any of the items ordered. We sent them a check for $400 which they cashed in a week but have not sent anything. We no longer want any of these items. We just want our money back. We have contacted the Better Business Bureau of Connecticut. They sent the game club three letters which have been ignored. You folks should not accept any more advertising from this company unless they are willing to do what their ads say. Please - if you can do anything to help us get our $400 back we would be very grateful.

Brian Ray
Springfiled, Nebraska

Never before have I written to a company with a complaint as disturbing as the one I am currently writing to you. I realize that you probably do not have much control over the business practices of your advertisers, but I do think when they are practicing deception and false advertising, you should be informed.

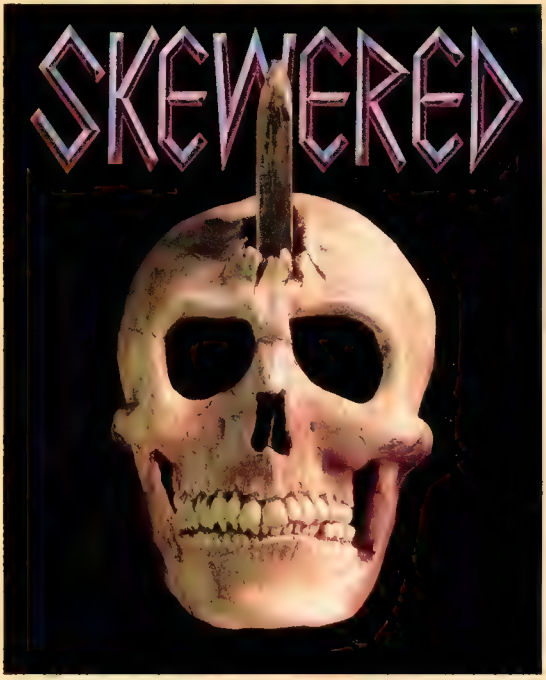
Recently, I allowed my 16 year old son to use my credit card to order two tapes from the Ultimate Game Club. I agreed to pay for overnight charges for him to receive the two games promptly. I live in Hawaii so sometimes it takes several weeks for items to arrive with the regular mail. After the order was placed, we began watching for the UPS truck anxiously after four days. Ryan called to double check the order after a few days. We were told that one of the games was on back order so he substituted. My son had called that morning to verify that it had been mailed, and he was assured that it had. The next day I received a notice from the company saying that we had to call them. We did and he was again assured that the tapes were sent. Later I was informed by a company representative that the tape in the American version was not available and had not been for some time, but for $30 more we could have the Japanese version. I was so upset, I asked her to just cancel the order. She said that company policy would not allow her to refund a credit on my Mastercard but she could issue a credit voucher.

Magazines such as yours have a tremendous influence upon children, and I just cannot believe that you would condone that type of business practice. I am sending copies of this to every newspaper, game magazine, government office and Better Business Bureau.

I hope you publish this letter as a warning in your magazine.

Linda Hinson
Irate Customer

(Ed. We have received numerous complaints about the Ultimate Game Club and, as of the August issue, we have stopped taking their ads because of their questionable business practices such as those mentioned in these letters. Even though other mags continue to publish ads from this company, we feel we must warn our readers about the problems which many people have had with the UGC. Ordering games by mail should not be a harrowing experience to our readers and, for the most part, mail order companies are honest and reliable, providing those far from cities with a way to get new softs. To help out, we here at EGM have established a procedure where we can 'check up' on the mail-order companies that run ads in our mag. While we can't endorse or guarantee the services of our advertisers, we are now requiring that mail order companies abide by important rules and we will reserve the right, as we have done with the UGC, to refuse advertisements from any company that doesn't measure up. If you have a problem with your order, contact our customer service line and we will do all that we can to help rectify your problems.)



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Number of Levels: 20	Available: Now

HOLY HEDGEHOGS!!!

Sonic is back and this time he's going to personally guide you through the next few levels of his wild game. The U.S. National Video Game Team will also help you increase your scores and learn all of the top secrets in this great cart. Warning: these tips may actually help you play better and we apologize in advance for Sonic, he has quite an attitude problem.

SPRING YARD ZONE ACT. 1

This level will make your head spin faster than Sonic in a speed tube! Hang to the right when you hit the first springboard and you'll find this ledge filled with goodies.

This one is pretty obvious, but if you missed it, hit the switch and then hop onto the platform to get to the top.

Hit this switch for a short cut to the end of the level. Now get going slowpoke!

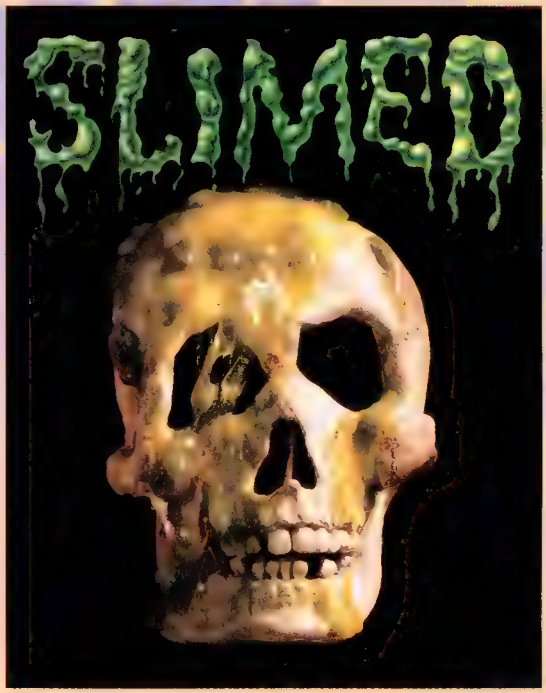
Halfway through this level, there is a hidden room filled with rings.

SPRING YARD ZONE ACT. 2

SPRING YARD ZONE ACT. 3

There are a number of secret rooms in this level. Some have rings and others have power-ups such as invincibility and super sneakers. When you finish you will be confronted by the 3rd Boss.

When you speed down this hill be sure to hold the pad to the right so that you'll enter the hidden room.



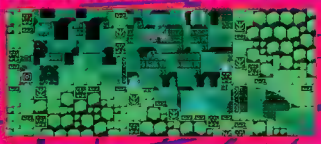
BOSS 3

This boss is rather simple to defeat as long as you keep your cool.

Stay all the way to the left when you first confront him. Move to the next block as he tries to stop you and then jump spin to hurt him. You should be able to hit twice before he gets up again.

LABYRINTH ZONE ACT. 1

This level has a few different mysteries to it. When you first start out, be sure to get the shield at the top and as you go through the level collect all the rings you can. There are over 100 for a free life!



When the water level starts to rise, hop onto the cork for a lift to the top. Watch out for spikes!

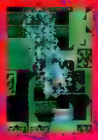
LABYRINTH ZONE ACT. 2

This level is substantially longer than the first. Be sure to get the invincibility charts at the beginning of the level, they will help you blaze through some tough spots. There are plenty of rings to collect, if you get them all you will earn a free life.

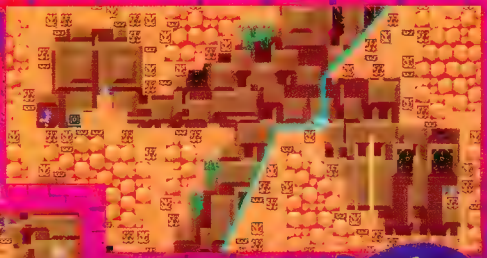
LABYRINTH ZONE ACT. 3

At the beginning of this stage you must make a couple well-timed jumps in order to get into the rest of the level. There is a short-cut that you can take, but there's a 1-UP loop if you go the long way.

If you fall through the hole there is a short cut, go the long way for a 1-UP loop.



Get invincible early in the level.

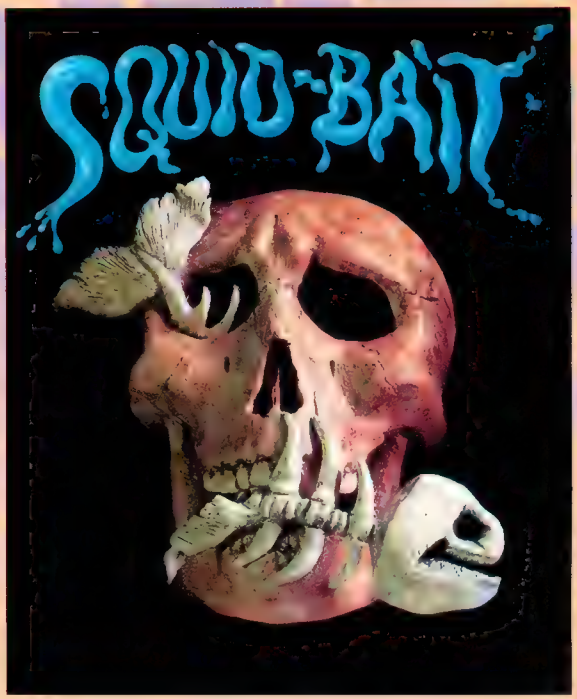


If you don't make the jump you will keep falling and falling. Land on the ledge, open the secret passage by pressing the switch and simply run to right to pass!

BOSS 4

You don't even have to fight him this time. All you have to do is survive this narrow passage filled with jabbing spears and limited breathing space. If the water goes too far above your head, you might as well consider yourself a goner. If you make it to the top Robotnik will just fly away like a coward.

Hey genius, get the shield before you fight the boss.



EVERYBODY WINS!!!

ULTRAMAN

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GRAND PRIZE (2 WINNERS): A Super NES and Ultraman Game Cartridge

FIRST PRIZE (14 WINNERS): An Ultraman Game Cartridge.

SECOND PRIZE (2 WINNERS): An Alien Remote Controlled car.

THIRD PRIZE (100 WINNERS): Ultraman and EGM T-Shirts.

ENTERING IS EASY:
1) Look at the photos above.
2) Think up a wild, crazy, funky, unbelievable name for one or all of the monsters.
3) Send in, on a postcard: your name, address, age, phone number and the numbers of the photos you plan to name and the monster's names!
4) Mail your entry to:

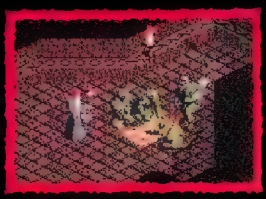
Ultraman Name the Monster Contest
c/o Electronic Gaming Monthly
1920 Highland Avenue, Suite 222
Lombard, Illinois, 60148

Contest Rules: All entries must be received between October 10, 1991 and December 31, 1991. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest in not open to employees of Sendai Publishing Group, Inc. or Bandai of America, or to members of an immediate family, or domiciled with employees. Taxes are the responsibility of the winner. Bandai of America reserves the right to cancel this promotion with appropriate notice. Value of prizes: Grand Prize: $254 Ea; First Prizes $55 Ea, Second Prizes $120 Ea; Third Prizes $20 Ea; Fourth Prizes $3 Ea. Prizes courtesy of Bandai of America. One prize per household. Determination of winners: The judges will review all of the monster names submitted in this contest. Nine winners, one for each monster, will be selected for each of the two age groups. From these nine winners there will be a random drawing to determine who wins the prizes. The winners will be notified by mail and listed in the March 1992 issue of Electronic Gaming Monthly.

MEET THE MAKER.

Execute death-dealing blows in full-screen combat

Terror is his trademark — a nightmare come to life. And you (yeah, you!) must confront him. Penetrate the mysterious dangers of his dungeon lair. Slay the multitude of gruesome characters who protect it. Try it just one time. You'll swear there are worse things than death.



Animated traps, puzzles, and lethal surprises

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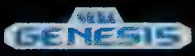


CIRCLE #111 ON READER SERVICE CARD

U.S. NATIONAL VIDEO GAME TEAM'S

SUPER PLAY

SUPER STRATEGIES FOR WINNING BIG!

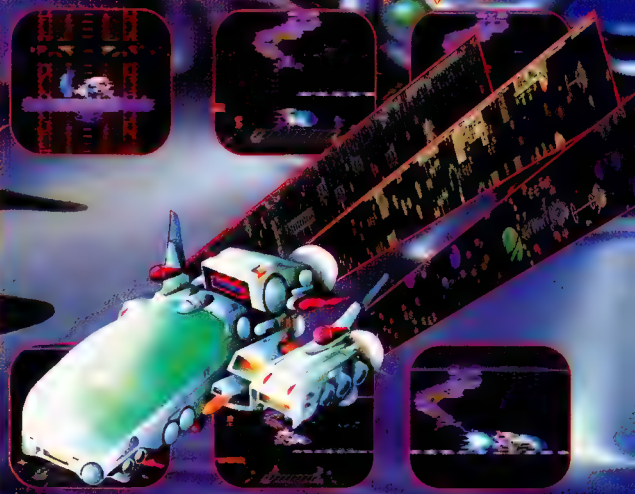
SUPER R-TYPE

FACT-FILE

Manufacturer: Irem
Machine: Super NES
Cartridge Size: 8 Meg
Number of Levels: 7
Theme: Shooting
Difficulty: Moderate
Number of Players: 1
Available: Now

THIS BATTLE IS NOT AGAINST FLESH AND BLOOD!

That's right, you are about to go against the nastiest, meanest, ugliest group of alien warmongers in the galaxy. Somehow these slimy mutants known as the Bydo have constructed one of the most destructive star fleets in existance, and they're heading straight for the Earth. This time they could care less about the resources here as they are determined to put an end to the human race. The Earth Defense League has but one hope - a special prototype ship dubbed the R-9. You have been selected to pilot the R-9 and blast through the Bydo empire and rescue Earth from the oncoming menace. The U.S. National Video Game Team is here to guide you through this incredible firefight and come out playing like a pro.



LEVEL ONE

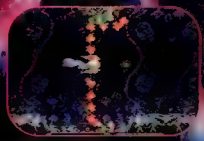
R-9 PROTOTYPE WEAPONRY

On each level you will be greeted by these Power Armor units. Destroy them to obtain different weapons and power-up items for the R-9.

SPREAD LASER UNIT

REFLECTIVE LASER UNIT

AIR-TO-SURFACE UNIT



RING LASER UNIT

MEGA BOMB UNIT

HOMING MISSILES

AIR-TO-SURFACE MISSILES

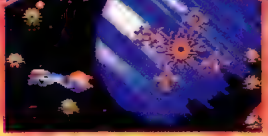
SPEED UP

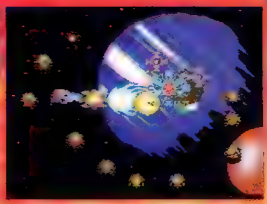
BIT UNIT

irem

One well placed super plasma blast should easily obliterate this heavily armored robo-pest.

BOSS ONE

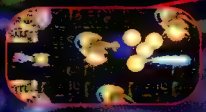




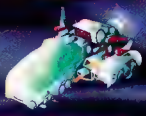
This Boss is rather weak. Avoid him in the lower left hand corner of the screen and then blast him.

LEVEL TWO

When flying through this narrow passage use your droid as a shield for best results



Use Plasma Blasts to slice through these robots. Be careful, their [illegible] can go through the Force.

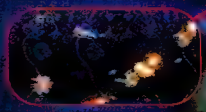


THE PLASMA CANNON

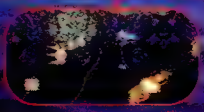
THE FORCE DROID

The Force is your most valuable weapon. Use it for a shield, or launch it into the heat of the battle for extra firepower.

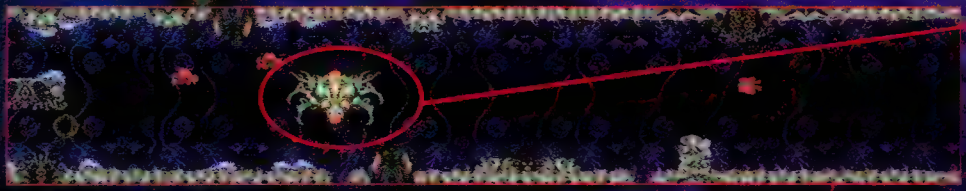
LEVEL THREE

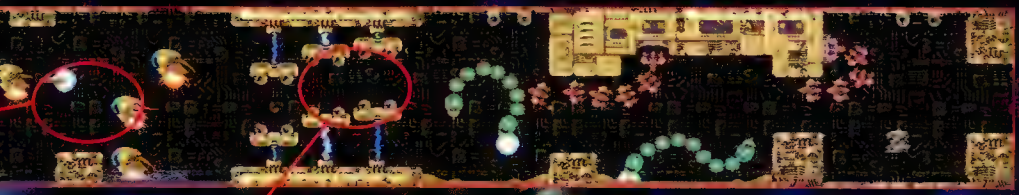


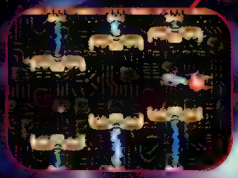
These ships fly straight at you when you destroy them. Stay in the upper right hand corner of the screen and let the Force do the dirty work.



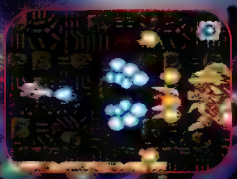
Hide in front of this [illegible] on the ceiling while your Force droid takes care of the enemy ships. Watch for stay shots from below.







Fly through here as soon as possible and stay to the right, until you can safely back up.



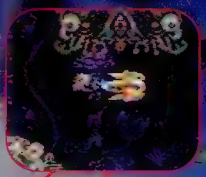
One well placed Super Plasma Blast should take care of this nasty Bydo creature.

This Boss is big, but don't let his size scare you. When he opens his stomach to shoot, nail him with a Super Plasma Blast.

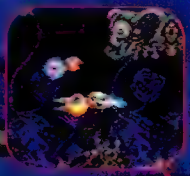
SUPER R-TYPE

IREM

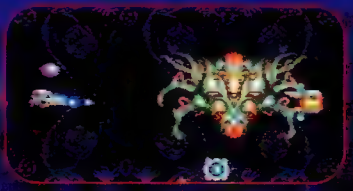
Use Plasma Blasts to blow through these barricades. Watch for enemies.



Beware of exploding geysers when you fly through the narrow spots.



Watch out for these pesky crustaceans. They drop from the ceiling with amazing accuracy.



This huge creature can really be a pain if you don't kill it quickly. Launch your Force Droid right into him and blast away. He should be gone in no time.

Avoid the Death Snakes that protect this Boss and go for the green eye with a Super Plasma Blast for instant victory.

The U.S. National Video Game Team

The U.S. National Video Game Team recognizes these players for their outstanding game playing achievements

U.S.A

TOP SCORE CLUB

VIDEO GAME HIGH SCORES

Effective August, 1991

Game of the Month High Scores!!

This Month's Game...

M.U.S.H.A

1.	Teddy Meadows	155,997,820
2.	Joe Sou	152,661,040
3.	Bernard Deguzman	134,910,420
4.	Mike King	134,122,800
5.	Stephan Krogman	134,098,340

NINTENDO

Game	Score	Player
Abadox	655,350	Kelly McKenzie
After Burner	14,335,970	Jeff Yonan
Bad Dudes	999,999	Stephan Krogman
Batman	6,802,500	Jeff Arensmeyer
Burai Fighter	15,342,420	Kelly McKenzie
Contra	6,553,500	Josh Winter
Double Dragon	603,600	Chad Hisad
Double Dragon 2	9,999,990	Edouard Charbonneau
Godzilla	11,111,310	David Wright
Guerilla War	219,400	Stefan Zarzynski
Karnov	701,010	Edouard Charbonneau
Marble Madness	147,110	Jason Turka
Mega Man	9,999,900	Jeff Adkins
Metal Gear 2	Finished	Sergid Strugar
Paperboy	191,300	Glenn Stockwell
P.O.W.	311,500	David Wright
Rad Racer	62,403	David Wright
Rampage	42,999,963	Stephan Krogman
Road Blasters	999,999	Ralph Barbagallo
Rolling Thunder	92,100	Edouard Charbonneau
Sky Shark	1,043,570	Jeff Yonan
Star Soldier	6,090,000	Kelly Mckenzie
Super Mario Bros. 3	9,999,990	Sergio Stugar
Tetris	855,781	Gary Gold
TMNT	9,999,900	Chris Hoffman
Wizards and Warriors	999,999	Jeff Adkins

ARCADE

Game	Score	Player
1943	2,947,360	Brian Chapel
After Burner	68,588,000	November Kelly
Arkanoid	1,165,910	Stephan Krogman
APB	1,002,324	Greg Gibson
Diner(Pin)	89,220,000	Steve Ryno
Double Dragon	130,900	Brian Chapel
Hard Drivin'	529,800	Jerry Landers
Klax	3,205,000	Leong Su Chin
Out Run	49,050,270	Dan Lee
Robocop	2,240,600	Stephan Krogman
Smash TV	12,624,000(1 play)	Greg Gibson
Super Contra	10,640,310	Martin Alessi

SEGA

Game	Score	Player
After Burner	13,572,900	Christopher Sims
Altered Beast	234,400	Alex Stamos
Black Belt	999,900	Rob Siegmann
Double Dragon	627,000	Todd Feller
Moonwalker	21,020	Vince Tennant
The Ninja	1,924,650	Vince Tennant
Pro Wrestling	996,400	Vince Tennant
Rampage	998,155	Christopher Sims
Rastan	31,139,300	Christopher Sims
R - Type	1,128,500	Brian Gaudreault
Shinobi	1,165,750	Todd Bustillo
Space Harrier 3 - D	35,257,970	Dan Lee

TURBO GENESIS

Game	Score	Player
After Burner 2	30,213,110	Dan Lee
Air Diver	78,023,000	Steve Swetz
Batman	933,600	Todd Bustillo
Galares	1,791,041	Jim Hakola
Ghouls & Ghosts	1,965,300	Towie MacPhearson
Last Battle	62,000	Aiden Low
Moonwalker	3,365,400	Kin Yu
Phelios	2,513,640	Tony DeSilvey
Revenge of Shinobi	12,537,800	Steve Swetz
Shadow Dancer	1,114,100	Tony DeSilvey
Strider	327,550	Jason Walinske
Thunder Force 3	7,946,400	Chris McHugh

Game	Score	Player
Alien Crush	999,999,900	Barry Bowman
Blazing Lazers	99,999,999	Dale Scordino
Bloody Wolf	35,764,000	Rikky Graham
Bonk's Adventure	999,999	Chris Nygard
Cyber Core	9,999,900	Josh Winter
Galaga 90	1,504,140	Jeff Yonan
JJ & Jeff	10,175,650	Chris Camera
Legendary Axe	30,068,300	Ronald Winson
Monster Lair	561,090	Paul Cinker
Side Arms	6,396,400	Jim Hakola
Space Harrier	31,265,570	Jim Hakola
Splatterhouse	3,550,000	Jason Walinske

Send Scores For...

Castle Of Illusion

All entries by Dec. 15

WIN BIG WITH EGM!!

Now you can show off your game playing skills with your very own U.S. National Video Game Team jackets and T-Shirts. Each month the top score on our Game of the Month will be awarded a Team jacket and a cart of your choice. Four runners-up will receive official Team T-Shirts! Get your high scores in today!

Rules - All scores on Castle of Illusion must be received by December 15, 1991. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms an accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, Il 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final. For up to the minute high scores call 1-708-916-6474.

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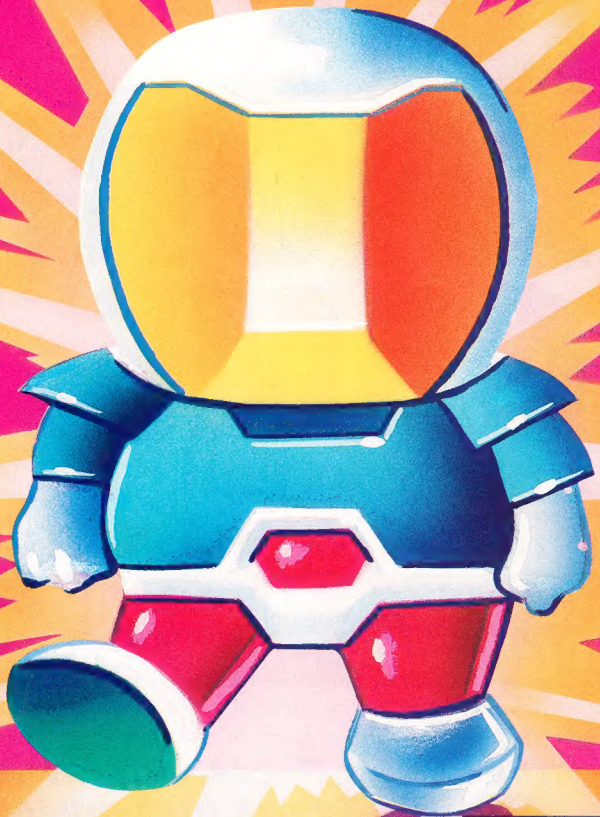

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for the Nintendo Entertainment System®

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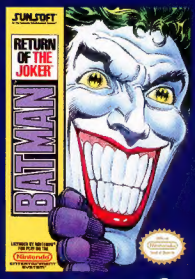

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Can You Stop THE JOKER this Time?

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